
Subject: Disable buildings with scripts
Posted by [Gen_Blacky](#) on Wed, 01 Aug 2007 03:29:08 GMT
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What scripts disable buildings

Subject: Re: Disable buildings with scripts
Posted by [IronWarrior](#) on Wed, 01 Aug 2007 03:36:28 GMT
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Gen_Blacky wrote on Tue, 31 July 2007 22:29: What scripts disable scripts

That really don't make sense.

Subject: Re: Disable buildings with scripts
Posted by [Viking](#) on Wed, 01 Aug 2007 06:16:47 GMT
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That don't make no sense at all!

Subject: Re: Disable buildings with scripts
Posted by [R315r4z0r](#) on Wed, 01 Aug 2007 06:29:19 GMT
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Do you mean like if you put some "Script" on the war factory, it would no longer function?

Subject: Re: Disable buildings with scripts
Posted by [CdCyBoRg](#) on Wed, 01 Aug 2007 20:40:44 GMT
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Make A Daves Arrow. Attach The Script >

JFW_Custom_Destroy_Building

Set The Id As The ID Of The Building. It's The ID from the Hash looking hut that you link to the building.

Leave Message As 0.

If you want to press a button to kill the building, Have A Switch Found Here.

Objects > Simple > Simple_DSAP0_Versions > Generic Switch

Put it where you want it in the map.

Then add this script to the switch >

JFW_Poke_Send_Custom

Only Put The ID In. This is the id of the Daves Arrow. Up Above ^.

Subject: Re: Disable buildings with scripts
Posted by [Gen_Blacky](#) on Wed, 01 Aug 2007 23:45:43 GMT
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Thank You CdCyBoRg
