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Subject: Which scripts to use?

Posted by [Anonymous](#) on Fri, 21 Feb 2003 17:46:00 GMT

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Need a script to end the game if you kill 2, yes, 2 bots. Is there any script to use? Or should I just make a beacon zone type thing, and have to kill them with a nuke or ion? The other way is much more favorable... Contact me on AIM at kidrage11, because I probably won't check these forums until tomorrow, and I can't wait until then!

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Subject: Which scripts to use?

Posted by [Anonymous](#) on Sat, 22 Feb 2003 03:07:00 GMT

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I'm not sure about that. I'd take a look at the singleplayer levels and their scripts. There must be something useful in there that ends a level.

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Subject: Which scripts to use?

Posted by [Anonymous](#) on Sat, 22 Feb 2003 11:01:00 GMT

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well, it would have to be SP to directly end the mission, OR you would have to have one of the units destroy some of the buildings while the other destroyed the rest... you would have problems with the sound then, unless you used one of the misc building controllers

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