
Subject: JFW_Building_Damage
Posted by [rrutk](#) on Sat, 29 Mar 2008 03:55:18 GMT
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Why does this not work???

I attached "JFW_Building_Damage" to the GDI BArracks Controller.

Message:1
Player_Type:1
Damage: 0.250
Warhead: Shell
Distance: 100

I attached "JFW_Timer_Custom" to a ScriptZoneAll in the Air.

A plane entering the Zone through a waypath.

Time: 1.00
Timernum: 9 (just a number???)
Repeat: 1
ID: 1550322 (the ID of the barracks controller)
Message: 1
Param: 0

But if the Plane enter the zone, nothing happens??? All the buildings should be damaged???

Zone_entry works, I checked it with "JFW_Create_Destroy_Object_on_Enter".....

???

And is there a simple script command to make on object explode???

Subject: Re: JFW_Building_Damage
Posted by [Brandon](#) on Sat, 29 Mar 2008 05:07:47 GMT
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You make absolutely no sense, what are you trying to do exactly?

First off, Damage: 0.250 is such a small number, you'd never see any change in the buildings health. Buildings usually have 500.000 health.

Secondly, Param: 0 should be set to 1 if I'm not mistaken.

If you're trying to blow something up while having an explosion then let me know because I know an easier way to do it. I'm talented in picking out scripts. I picked out several new scripts for Nod Survival that I had no clue how they operated and yet I got them to work just the way I wanted on first try, so you can trust my knowledge.

Subject: Re: JFW_Building_Damage
Posted by [rrutk](#) on Sat, 29 Mar 2008 12:50:39 GMT
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Thats the problem:

A plane is flying over the base, following a waypath.
It enters a Zone_Script_All over the base.

On enter, there should be an explosion in the base and building damage.

Its no problem to let something appear in the base, if the plane enters the zone.

But I'm not able to find a command to let it explode.

Subject: Re: JFW_Building_Damage
Posted by [rrutk](#) on Sat, 29 Mar 2008 13:46:15 GMT
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I found a PARTLY solution:

I place a script_zone_all with a apply_damage_on_enter attached on the locations, where the explosions of the airstrike should occur.

if the plane crosses another script_zone_all with a create_on_enter attached, it creates objects at the destined positions of the damage_zones. the objects explodes.

but, still the problem: its cinematic, i have no real damage!
need a command for building damage!

Subject: Re: JFW_Building_Damage
Posted by [Brandon](#) on Sat, 29 Mar 2008 23:24:46 GMT
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JFW_Custom_Damage_Object

Subject: Re: JFW_Building_Damage
Posted by [rrutk](#) on Sun, 30 Mar 2008 02:16:06 GMT
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Brandon wrote on Sat, 29 March 2008 17:24 JFW_Custom_Damage_Object

1.
Got it

I used "JFW_Death_Send_Custom" and "JFW_Building_Damage_Percentage". It works great. But you have to give percentage like 0.250, not 25.000...

Airstrike works great now.
