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Subject: Gameover when object killed  
Posted by [Shinja](#) on Wed, 05 Aug 2009 22:41:36 GMT  
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Hey,  
I wonder if it's possible to modify an object so that the team of the player that kills the object automatically wins. Plz help :S

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Subject: Re: Gameover when object killed  
Posted by [dr3w2](#) on Thu, 06 Aug 2009 01:44:48 GMT  
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Attach a script to the specific object and when it's destroyed do a Destroy\_Base() ?

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Subject: Re: Gameover when object killed  
Posted by [Gen\\_Blacky](#) on Thu, 06 Aug 2009 04:12:16 GMT  
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Okay first, place a daves arrow on the map.  
Second attach the script "JFW\_Custom\_Destroy\_Building" to the daves arrow (also get the objects ID).  
For the params of this script give it:  
Message = 8686537  
ID = Id of the building you wish to destroy  
Fourth double click on the object you want to destroy and click on the scripts tab, and attach the script "JFW\_Death\_Send\_Custom" to it.  
For the params of this script give it:  
ID = ID of the daves arrow  
Message = 8686537  
Param = 1

not sure if there is a script that destroys all buildings put you could easily make one.

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Subject: Re: Gameover when object killed  
Posted by [Shinja](#) on Thu, 06 Aug 2009 08:56:46 GMT  
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That works but it seems like it doesn't on mission maps.

There's a script called JFW\_Custom\_Destroy\_all\_buildings. How do i get that to work?

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