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Subject: script question

Posted by [OrcaPilot26](#) on Sun, 08 Jun 2003 02:31:04 GMT

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How can I destroy one building upon the destruction of another building. I tried using the JFW\_Death\_Send\_Custom and JFW\_Destroy\_Building but it didn't work. It might be because i didn't get the message right and I need to know how exactly messages work anyway.

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Subject: script question

Posted by [General Havoc](#) on Sun, 08 Jun 2003 10:03:23 GMT

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Attach JFW\_Death\_Send\_Custom to the building that you want to destroy another when it is destroyed. See below for the settings.

JFW\_Death\_Send\_Cusom

ID = The ID of the daves arrow i mention below.

Message = Any number, 16 for example

Paramater = none, leave it blank, try 1 if this doesn't work.

Attach JFW\_Custom\_Destroy\_Building to a dave's arrow. This is used as a receiver and will destroy the building when it receives a custom specified. See the parameters below.

ID = the building controllers ID you wish to destroy.

Message = The message you specified in the script before, 16 for example

As you can see the script works in two parts. the building that gets destroyed sends a signal to a dave's arrow then destroys another building. The use of daves arrow means that you can set the script to also destroy another building when the second one is destroyed or destroy the first one when the second one is destroyed and so on.

If you need any more help, let me know.

\_General Havoc

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Subject: script question

Posted by [OrcaPilot26](#) on Thu, 12 Jun 2003 22:15:35 GMT

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that actually worked, thanks General Havoc.

Now, I have another question. How can you destroy a building after a timer ends.

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Subject: script question

Posted by [General Havoc](#) on Thu, 12 Jun 2003 23:59:00 GMT

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Would you believe it, there is a script called JFW\_Timer\_Destroy\_Building I wonder what it does? Basically it operates like normal scripts, just fill in the time and attach it to a building to destroy and it should destroy the building after that amount of time has elapsed. I haven't tested it but it should work in theory if it was written correctly.

JFW\_Timer\_Destroy\_Building (destroys a building when the timer expires)

Time (how long the timer should run for)

TimerNum (what number to use for the timer)

\_General Havoc

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Subject: script question

Posted by [General Havoc](#) on Fri, 13 Jun 2003 21:16:52 GMT

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If anyone needs help with any other scripts i'm here to help.

\_General Havoc

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