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Subject: send custom death script  
Posted by [Titan1x77](#) on Sat, 16 Aug 2003 03:08:13 GMT  
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I have a spawning Harvy and I want it to be totally destroyed once the Refinery goes down...Do i use send custom death to the Harvy?,or will it keep respawning and dieing?

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Subject: send custom death script  
Posted by [bigwig992](#) on Sat, 16 Aug 2003 04:31:47 GMT  
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Well, I don't see why you would need that script for that situation. In any mod, a refinery building controller automaticly destroys the harvester for good...

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Subject: send custom death script  
Posted by [Beanyhead](#) on Sat, 16 Aug 2003 04:35:57 GMT  
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He's making a SPAWNER, so it'd keep coming back...

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Subject: send custom death script  
Posted by [Ugauga01](#) on Sat, 16 Aug 2003 05:23:47 GMT  
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And what do you wanna do with a Harvy without ref???

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Subject: send custom death script  
Posted by [warranto](#) on Sat, 16 Aug 2003 05:52:05 GMT  
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I don't know how you'd go about doing it but tie in the refinery to the spawn script and have it so that if refinery=0 (or something related to a function of the refinery such as the auto credit accumulation), spawning stops.

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Subject: send custom death script  
Posted by [General Havoc](#) on Sat, 16 Aug 2003 10:04:34 GMT  
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Ok here goes:

Attach "JFW\_Death\_Send\_Custom" to the refinery in question. Make a Dave's arrow near the refinery. Set the parameters of the script accordingly. See below.

ID=<ID of a Dave's Arrow you have placed on the map>

Message=<any number, must be same as the one you will use later, eg 27>

Param=0

Next attach "JFW\_Custom\_Destroy\_Object" to the Dave's Arrow and then set the parameters. See below.

message=<same as the last one you used, eg 27>

ID=<ID number of the harvester spawner you have made on the map>

In theory this should work as your destroying the spawner when the Refinery dies. Let me know if it works or not.

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Subject: send custom death script

Posted by [Titan1x77](#) on Sun, 17 Aug 2003 10:13:54 GMT

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I made the map without Harvy's...Figured it's only rake in to much Credits anyways....I'll try this script out on the next version of the map....which I'll make in about a few weeks.

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