Subject: Re: Nod Turret Shell
Posted by danpaul88 on Mon, 18 Jun 2007 18:47:48 GMT

Quote:JFW_Destroy_Self_Timer (when created, a timer is started, when the timer expires, the object is destroyed)
 Time (how long the timer should run for)
 TimerNum (what number to use for the timer)

Alternatively attach the above to destroyed turret preset, and set Time to 0, it will destroy itself immediately.