Subject: Re: Destroy a Building after X Amount of Time
Posted by danpaul88 on Fri, 15 Jun 2012 12:48:59 GMT

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Which is why I have started writing detailed documentation for scripts, but there are a lot of them to get through.

To be fair though, in this instance, a ctrl+f for 'Destroy' in the list of scripts would turn up all three of those possibilities.

It also doesn't help that far too many of the scripts we have are written for a very specific purpose with very little flexibility, hence the proliferation of 'base defence with VTOL, without VTOL, with infantry, without infantry, with stealth, without stealth etc etc etc etc etc' type scripts. There's no reason those couldn't all have been combined into a single script with parameters to determine what it can shoot at (and, as a matter of fact, I did exactly that with dp88_AI_Turret).