Subject: Re: Destroy a Building after X Amount of Time Posted by danpaul88 on Fri, 15 Jun 2012 17:04:27 GMT

View Forum Message <> Reply to Message

To help you decide which script is best to use I have added and compiled documentation for all three of the scripts I mentioned earlier. Any of them would meet your objectives I believe.

JFW_Destroy_Self_Timer Toggle Spoiler

JFW_Timer_Destroy_Object Toggle Spoiler

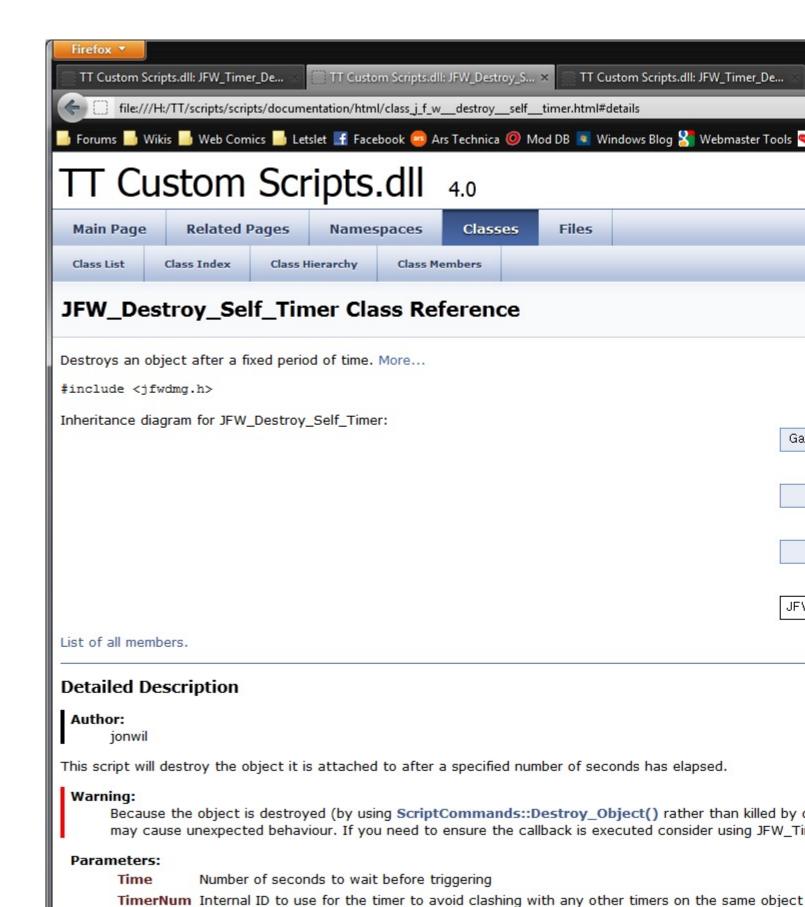
JFW_Timer_Destroy_Building Toggle Spoiler

File Attachments

1) doc_jfw_destroy_self_timer.jpg, downloaded 528 times

Page 1 of 6 ---- Generated from

Command and Conquer: Renegade Official Forums



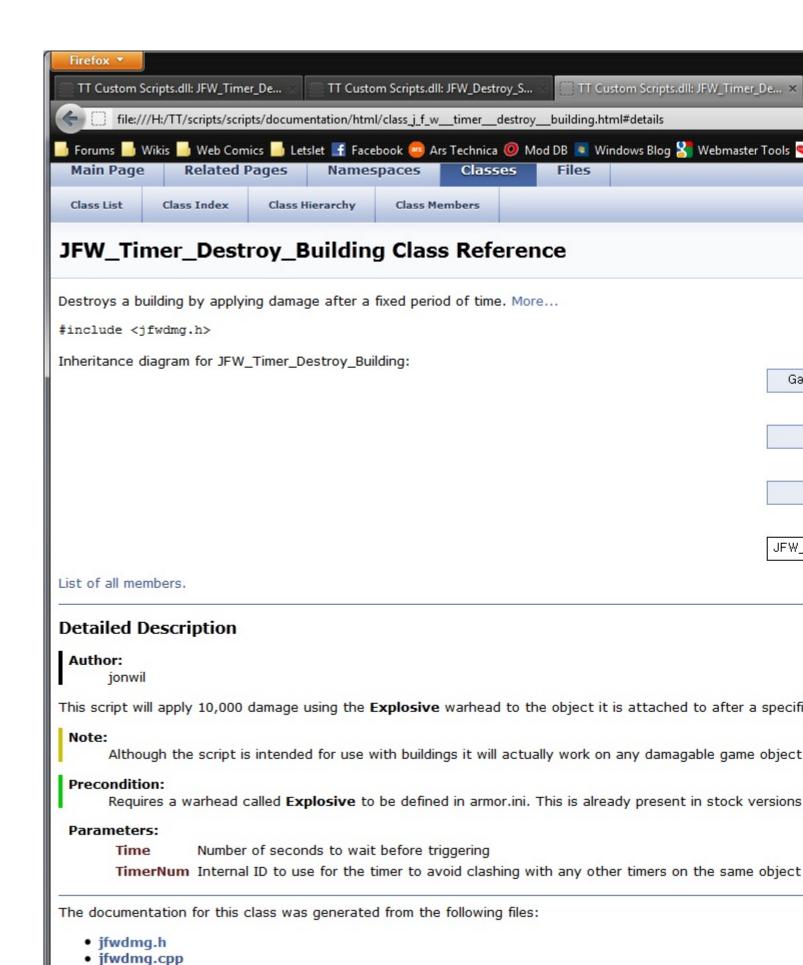
file:///H:/TT/scripts/scripts/documentation/html/annotated.html

jfwdmg.h

The documentation for this class was generated from the following files:

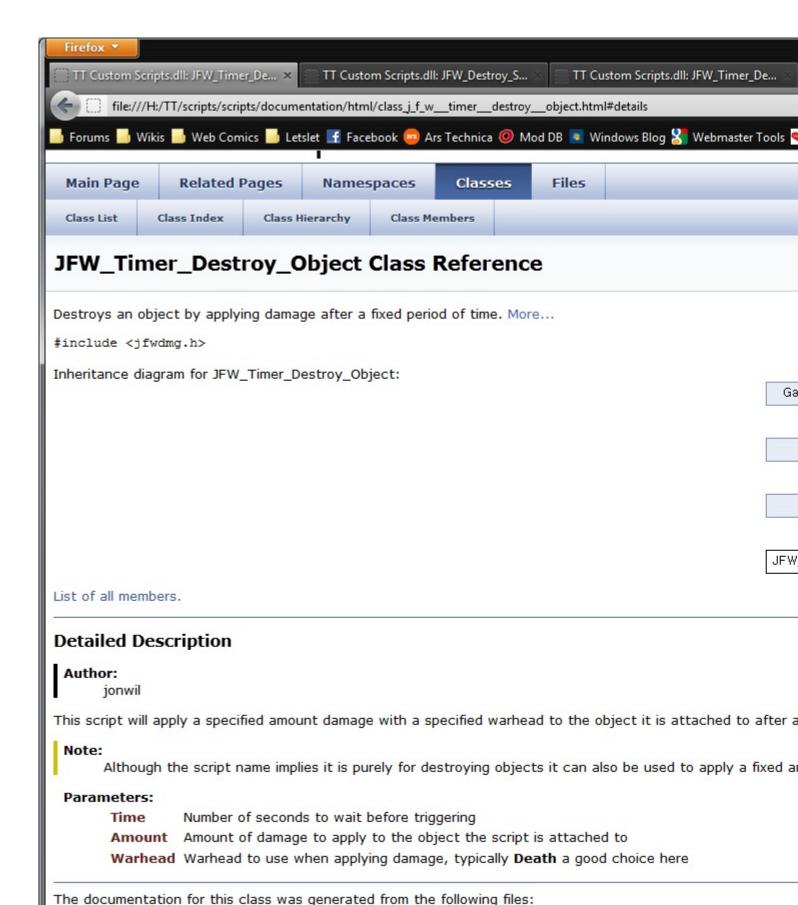
2) doc_jfw_timer_destroy_building.jpg, downloaded 520 times

Page 3 of 6 ---- Generated from Command and Conquer: Renegade Official Forums



3) doc_jfw_timer_destroy_object.jpg, downloaded 526 times

Page 5 of 6 ---- Generated from Command and Conquer: Renegade Official Forums



he documentation for this class was generated from the following in

- ifwdmg.h
- jfwdmg.cpp