Subject: how do i do this
Posted by NFHAVOC on Sat, 23 Jun 2007 14:08:21 GMT
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what script do i need to attach that when it dies the game ends

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Subject: Re: how do i do this
Posted by Sn1per74* on Sat, 23 Jun 2007 14:26:57 GMT
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I don't think you can do that. I think you have to have at least one building and then put a trigger on that object so when that object dies the building will also.

Subject: Re: how do i do this
Posted by zunnie on Sat, 23 Jun 2007 14:34:30 GMT
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z_Console_Input_Killed_2 if you are using the latest scripts.dll

Can do an admin msg with it for input1 for ex:
amsg Congratulations you have won!

for input2:
win 1

or a gameover command...

note: do not enter comma's in the messages, will crash the script
then.. trying to do a msg like "msg congrats, you are the winner, good go." will crash because it breaks the script on the comma..
I didnt know that would happen at first because i used it for
basic and simple fds commands only..

Subject: Re: how do i do this
Posted by Jerad2142 on Sat, 23 Jun 2007 16:18:59 GMT
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Look at the Ravashaw Boss Topic.