
Subject: Destroy a Building after X Amount of Time
Posted by [Sn1per74*](#) on Fri, 15 Jun 2012 00:51:09 GMT
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Hey Guys,
I'm working on an attack and defend map on the M00_Tutorial Level. I replaced all of the controllers and such with the multiplayer ones and even have the weapons factory creating vehicles. However, I need the NOD base to be destroyed if GDI defends their base long enough. The only way I could think of doing this is destroying the NOD controllers exactly one second before the game would normally end. So, is there a script that will destroy an object after a specified amount of time?
Thanks

Subject: Re: Destroy a Building after X Amount of Time
Posted by [Xpert](#) on Fri, 15 Jun 2012 05:14:45 GMT
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If all you're doing is giving GDI a victory, then why not just use a timer that will force win GDI (sort of like the FDS console command "WIN")

Subject: Re: Destroy a Building after X Amount of Time
Posted by [Distrbd21](#) on Fri, 15 Jun 2012 05:30:11 GMT
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Try getting hold of jonwil and ask him how some of his scripts work.

Here is one but I don't know exactly how it works.

JFW_Custom_Destroy_All_Buildings
or maybe.
JFW_Delay_Custom with JFW_Damaged_Send_Custom_Amount or
JFW_Damaged_Send_Custom

Subject: Re: Destroy a Building after X Amount of Time
Posted by [Sn1per74*](#) on Fri, 15 Jun 2012 06:52:25 GMT
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Zunnie created a script for me (z_timer_destroy_object) that kills an object after a certain amount of time. I just set the parameter as 1790 seconds (29 minutes and 50 seconds for those mathematically challenged) and it destroys the buildings controllers. Worked like a charm

He said it would be included in the next set of scripts to be released- for future reference.

Subject: Re: Destroy a Building after X Amount of Time
Posted by [danpaul88](#) on Fri, 15 Jun 2012 07:47:42 GMT
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Zunnie should check if a given script exists before creating pointless duplicates.

JFW_Destroy_Self_Timer

Attach to an object, it destroys itself after a set number of seconds.

Alternatively you could also have used
JFW_Timer_Destroy_Building
or
JFW_Timer_Destroy_Object

But those would require extra parameters and thus the first would be most suitable for attaching directly to the building controller.

It's no wonder we end up with zillions of scripts in LevelEdit when people can't be bothered having a quick look at whats available and just re-implement it for no good reason.

Subject: Re: Destroy a Building after X Amount of Time
Posted by [Distrbd21](#) on Fri, 15 Jun 2012 10:23:27 GMT
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danpaul88 wrote on Fri, 15 June 2012 02:47

It's no wonder we end up with zillions of scripts in LevelEdit when people can't be bothered having a quick look at whats available and just re-implement it for no good reason.

Subject: Re: Destroy a Building after X Amount of Time
Posted by [kamuixmod](#) on Fri, 15 Jun 2012 12:19:00 GMT
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We might need more detailed Information about each script to prevent such things to happen

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).

Subject: Re: Destroy a Building after X Amount of Time
Posted by [Distrbd21](#) on Fri, 15 Jun 2012 16:13:33 GMT

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danpaul88 wrote on Fri, 15 June 2012 07:48 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).

I can help you out with the scripts I've done a hole hell of a lot of them in LE, back when I started Ren.

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

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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 159 times

TT Custom Scripts.dll 4.0

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JFW_Destroy_Self_Timer Class Reference

Destroys an object after a fixed period of time. [More...](#)

```
#include <jfwdmg.h>
```

Inheritance diagram for JFW_Destroy_Self_Timer:

[List of all members.](#)

Detailed Description

Author:

jonwil

This script will destroy the object it is attached to after a specified number of seconds has elapsed.

Warning:

Because the object is destroyed (by using `ScriptCommands::Destroy_Object()` rather than killed by `ScriptCommands::Kill()`) may cause unexpected behaviour. If you need to ensure the callback is executed consider using `JFW_Timer`.

Parameters:

Time Number of seconds to wait before triggering

TimerNum Internal ID to use for the timer to avoid clashing with any other timers on the same object

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

- [jfwdmg.h](#)

2) [doc_jfw_timer_destroy_building.jpg](#), downloaded 161 times

JFW_Timer_Destroy_Building Class Reference

Destroys a building by applying damage after a fixed period of time. [More...](#)

```
#include <jfwdmg.h>
```

Inheritance diagram for JFW_Timer_Destroy_Building:

[List of all members.](#)

Detailed Description

Author:

jonwil

This script will apply 10,000 damage using the **Explosive** warhead to the object it is attached to after a specific

Note:

Although the script is intended for use with buildings it will actually work on any damagable game object

Precondition:

Requires a warhead called **Explosive** to be defined in armor.ini. This is already present in stock versions

Parameters:

Time Number of seconds to wait before triggering

TimerNum Internal ID to use for the timer to avoid clashing with any other timers on the same object

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

- [jfwdmg.h](#)
- [jfwdmg.cpp](#)

3) [doc_jfw_timer_destroy_object.jpg](#), downloaded 168 times

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JFW_Timer_Destroy_Object Class Reference

Destroys an object by applying damage after a fixed period of time. [More...](#)

```
#include <jfwdmg.h>
```

Inheritance diagram for JFW_Timer_Destroy_Object:

[List of all members.](#)

Detailed Description

Author:

jonwil

This script will apply a specified amount damage with a specified warhead to the object it is attached to after a

Note:

Although the script name implies it is purely for destroying objects it can also be used to apply a fixed a

Parameters:

- Time** Number of seconds to wait before triggering
- Amount** Amount of damage to apply to the object the script is attached to
- Warhead** Warhead to use when applying damage, typically **Death** a good choice here

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

- [jfwdmg.h](#)
- [jfwdmg.cpp](#)

Subject: Re: Destroy a Building after X Amount of Time
Posted by [Sn1per74*](#) on Fri, 15 Jun 2012 18:28:38 GMT
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Thanks! I appreciate the help.
