Well originally Jonathan Wilson wrote "JFW_Custom_Damage_Object" that was meant to damage a building controller when a custom was sent to the object containing the script thus playing the buildings damage EVA announcement and showing the text in the chat box.

However the script didn't work - just killed the building no matter what the damage paramter was set to and not even the building destroyed message came up.

Basically I need a script that uses a building controller damage sounds when a custom is sent to the script. Much like your message one but with sounds.

The CTF stuff is not relevent as it involves other scripts to work with this one.