
Subject: Re: RA_Underwater_On_Custom
Posted by [Jerad2142](#) on Mon, 04 Dec 2006 04:51:35 GMT
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First you will need to attach the script "RA_Underwater_Zone" to a script zone, then you will have to "RA_Underwater_On_Custom" to every infantry that will be able to enter the script zone.

You can use the script "JFW_Death_Destroy_Object"
