
Subject: Re: Water?

Posted by [nopol10](#) on Sun, 24 Dec 2006 23:32:41 GMT

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Attach RA_Underwater_Zone to the Zone which encompasses the whole sea (meaning underwater too). You shouldn't need to change the parameters. Attach RA_Underwater_OnCustom to the soldier (not spawner or anything else) which will be able to experience the water effect. This also means that a soldier with this script attached will die immediately upon contact with the surface of the zone instead of falling all the way and dying because of fall damage. If you exit a vehicle while inside the zone, you won't die (unless you fall too much).
