Subject: Re: SCRIPT_ZONE_STAR vs SCRIPT_ZONE_ALL Posted by Reaver11 on Wed, 05 Aug 2009 00:33:59 GMT

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I believe the scriptzone start is a triggerlike function. If you walk in it for the first time the trigger will fire. But if you enter a second time it wont.

Scriptzone all will work any time you walk through it / a permanente effect.

I think it is something like that.