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Subject: Scriptbug JFW\_Disable\_Transitions\_Zone  
Posted by [rrutk](#) on Tue, 15 Nov 2011 19:05:58 GMT  
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Is there a reason, why a JFW\_Disable\_Transitions\_Zone doesn't work on a RA\_Underwater\_Zone Zone?

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Source:

```
void JFW_Disable_Transitions_Zone::Entered(GameObject *obj,GameObject *enterer)
{
    if (Is_Vehicle(enterer))
    {
        Commands->Enable_Vehicle_Transitions(enterer,false);
    }
}
```

```
void JFW_Disable_Transitions_Zone::Exited(GameObject *obj,GameObject *exiter)
{
    if (Is_Vehicle(exiter))
    {
        Commands->Enable_Vehicle_Transitions(exiter,true);
    }
}
```