Subject: Re: Scriptbug JFW_Disable_Transitions_Zone
Posted by Jerad2142 on Wed, 16 Nov 2011 00:59:41 GMT

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rrutk wrote on Tue, 15 November 2011 14:49I created now giant script_zone_all below the ra_underwater_zone and now it works.

the disable_transition script blocks also LEAVING the submarine now!

but it doen't work on the underwater_zone.

the naval&flying map will be ready this week, I hope. retextured.

If APB disables the sub's transitions when they submerge and enables them when they surface, that'll override jfw's script.