Subject: Re: Scriptbug JFW_Disable_Transitions_Zone
Posted by rrutk on Wed, 16 Nov 2011 10:05:33 GMT

kamuixmod wrote on Tue, 15 November 2011 15:03also des disable transition sorgt dafür das auch die Leute nicht die Fahrzeuge verlassen können?

ja.

Jerad Gray wrote on Tue, 15 November 2011 17:59rrutk 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.

But a lot of the features contained in RA_UnderwaterZone (I looked into the sourcecode) seems not to work in standard leveledit.