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Subject: Re: Bounding Box Visible

Posted by [jonwil](#) on Sun, 12 Feb 2017 21:53:59 GMT

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I back-ported a feature from scripts 5.0 that will help with this.  
Put ScriptZoneDebug=true in tt.ini and it will make script zones visible in-game.

This feature will be in the next build of 4.3 when it comes out.

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