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Subject: Script

Posted by [c0vert7](#) on Mon, 19 Jun 2006 02:59:24 GMT

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Could anyone tell me what script to attach to a zone that disables all the characters weapons when they enter it and gives them back when they exit the zone?

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Subject: Re: Script

Posted by [JeepRubi](#) on Mon, 19 Jun 2006 12:44:20 GMT

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I dont know the script but i think you would havr to have 2 zones, one that takes them away and one that gives them back.

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Subject: Re: Script

Posted by [danpaul88](#) on Mon, 19 Jun 2006 13:43:28 GMT

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or one zone which disables weapons on zone entry, and reenables them on zone exit...

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Subject: Re: Script

Posted by [c0vert7](#) on Mon, 19 Jun 2006 16:58:37 GMT

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I already figured that part out lol I just need the script

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Subject: Re: Script

Posted by [c0vert7](#) on Tue, 20 Jun 2006 02:52:27 GMT

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Anyone know of it?

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Subject: Re: Script

Posted by [Whitedragon](#) on Tue, 20 Jun 2006 02:57:20 GMT

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No such script exists.

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Subject: Re: Script

Posted by [JeepRubi](#) on Tue, 20 Jun 2006 12:11:59 GMT

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Im pretty sure that its possible t o take away all your weapons (butter finger crate) but i dont know about giving them back.

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Subject: Re: Script

Posted by [c0vert7](#) on Tue, 20 Jun 2006 15:34:32 GMT

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Ill just make a power up on a teleporter so they cant stand on it. Its for a med drop with ions. This way they dont just stand on the ions and hodl the trigger button. otherwise you would drop in about 20 meds ontop of each other

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