
Subject: Two questions that need answers
Posted by [Anonymous](#) on Wed, 05 Feb 2003 17:41:00 GMT
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ok, my first questions is, how do I make something that is completely non visible ingame?My second questions is, how do i make it so that if a person or tank touches something it automatically dies, cause im makin a map where you can fall off the edge and when you hit the ocean bottom I dont want a tank or somethin just to be stuck down there i want it to die.

Subject: Two questions that need answers
Posted by [Anonymous](#) on Wed, 05 Feb 2003 17:44:00 GMT
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1.) under W3d options, check off hide2.) anyone?

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2.you can use my scripts.dll to do that.Use TDA_Send_Custom_Zone then JFW_Custom_Destroy_ObjectTogether, you can make it kill anything that enters the zone.

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well since you seem to be here flamin yawn, you know how to make like a plane ripple, i have it so it's rippled and the texture moves but i think it would be a lot better if the plane itself moved. & thanks for other answer

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I know the answer to the second one. There is object in Commando Editor, go to Object>Damage Zone>Death Zone-yellow. I am pretty sure that causes anything that enters the zone to die.

Subject: Two questions that need answers
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where could I get these dll scripts? and how would I put them in (I'm kinda new, but kinda not. I used to map but then quit, but now comin back)
