
Subject: Death Zones

Posted by [Gen_Blacky](#) on Mon, 06 Aug 2007 00:11:27 GMT

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Can u make Death Zones for just gdi or just nod.

Subject: Re: Death Zones

Posted by [IronWarrior](#) on Mon, 06 Aug 2007 01:40:53 GMT

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Gen_Blacky wrote on Sun, 05 August 2007 19:11Can u make Death Zones for just gdi or just nod.

So when a player walks into them, they die?

If so, then yes.

Subject: Re: Death Zones

Posted by [Gen_Blacky](#) on Mon, 06 Aug 2007 02:21:12 GMT

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yes so if like a nod player walks in a gdi zone they die, what scripts do i use or is there a preset in le

Subject: Re: Death Zones

Posted by [crazfulla](#) on Mon, 06 Aug 2007 15:18:30 GMT

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I think he means a specific player type death zone.

Subject: Re: Death Zones

Posted by [reborn](#) on Mon, 06 Aug 2007 15:46:30 GMT

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I don't know if one has been made already, but yes it is possible.

I will write you one if it doesn't exist already.

Subject: Re: Death Zones

Posted by [Gen_Blacky](#) on Mon, 06 Aug 2007 16:35:34 GMT

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Reborn wrote on Mon, 06 August 2007 10:46 I don't know if one has been made already, but yes it is possible.
I will write you one if it doesn't exist already.

That would be awesome , so if u have to write it I am guessing it cant be server side

Subject: Re: Death Zones
Posted by [Sn1per74*](#) on Mon, 06 Aug 2007 16:39:05 GMT
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Yes it can.

Subject: Re: Death Zones
Posted by [Gen_Blacky](#) on Mon, 06 Aug 2007 16:40:39 GMT
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o rly

Subject: Re: Death Zones
Posted by [reborn](#) on Mon, 06 Aug 2007 19:02:33 GMT
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What current server side scripts.dll are you running? If it is modified then I will need the source.
When I have finished you will be able to put it into your mod package, then when you create your zone just attach the script to the zone. It will be server side.
