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Subject: Death Zone

Posted by [ATdrag0N](#) on Sat, 01 Dec 2007 03:09:57 GMT

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Hello,

i want to make a death zone.

I would want this if a player about that he runs then died.

How can I realise this?

Sorry for my english im from germany

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Subject: Re: Death Zone

Posted by [Canadacdn](#) on Sat, 01 Dec 2007 03:55:45 GMT

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What? I don't really understand your English very well, but I'll try my best to help.

Anyway, in Object->Damage Zone in LevelEdit, there is a preset called "Death Zone-Yellow". Place that on the map where you want the player to die when he or she walks there. You can resize the zones by clicking and dragging the black boxes on the corners of the zone.

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Subject: Re: Death Zone

Posted by [Gen\\_Blacky](#) on Sat, 01 Dec 2007 05:23:40 GMT

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I have a deathzone script where u can set the team that dies when they enter the zone.

reborn made it tbh, if he doesn't care ill give it to Jerad2142 to add into scripts.dll

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Subject: Re: Death Zone

Posted by [ATdrag0N](#) on Sat, 01 Dec 2007 11:18:50 GMT

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@ Gen\_Blacky

can you give me the scripts.dll?

@ Canadacdn

thx i testing that.

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Subject: Re: Death Zone

Posted by [ATdrag0N](#) on Mon, 03 Dec 2007 00:31:54 GMT

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This death zone killed all player,

Object->Damage Zone in LevelEdit, there is a preset called "Death Zone-Yellow".

woh can i find a death zone to set the team on die the death zone ?

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