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Subject: Scriptbug JFW\_Disable\_Transitions\_Zone  
Posted by [rnutk](#) on Tue, 15 Nov 2011 19:05:58 GMT  
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Is there a reason, why a JFW\_Disable\_Transitions\_Zone doesn't work on a RA\_Underwater\_Zone Zone?

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Source:

```
void JFW_Disable_Transitions_Zone::Entered(GameObject *obj,GameObject *enterer)
{
    if (Is_Vehicle(enterer))
    {
        Commands->Enable_Vehicle_Transitions(enterer,false);
    }
}
```

```
void JFW_Disable_Transitions_Zone::Exited(GameObject *obj,GameObject *exiter)
{
    if (Is_Vehicle(exiter))
    {
        Commands->Enable_Vehicle_Transitions(exiter,true);
    }
}
```

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Subject: Re: Scriptbug JFW\_Disable\_Transitions\_Zone  
Posted by [danpaul88](#) on Tue, 15 Nov 2011 20:53:02 GMT  
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Have you checked the source of the other script? Maybe it turns them right back on again.

Also, disabling transitions doesn't prevent people LEAVING vehicles as I recall, it just stops them entering them.

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Subject: Re: Scriptbug JFW\_Disable\_Transitions\_Zone  
Posted by [kamuixmod](#) on Tue, 15 Nov 2011 21:41:51 GMT  
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is there a script then to prevent people from leaving a vehicle?or to make the vehicle move on itself even when a player sits inside.

I wanted to make a player sit inside an apc for example which follows a waypath. and the player shouldnt be able to leave the vehicle nor control it by manipulating the direction on which the vehicle drives

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Subject: Re: Scriptbug JFW\_Disable\_Transitions\_Zone

Posted by [rrutk](#) on Tue, 15 Nov 2011 21:49:59 GMT

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I created now giant script\_zone\_all below the ra\_underwater\_zone and now it works.

the disable\_transition script blocks also LEAVING the submarine now!

but it doesn't work on the underwater\_zone.

the naval&flying map will be ready this week, I hope. retextured.

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Subject: Re: Scriptbug JFW\_Disable\_Transitions\_Zone

Posted by [kamuixmod](#) on Tue, 15 Nov 2011 22:03:38 GMT

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also des disable transition sorgt dafür das auch die Leute nicht die Fahrzeuge verlassen können?

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Subject: Re: Scriptbug JFW\_Disable\_Transitions\_Zone

Posted by [Jerad2142](#) on Wed, 16 Nov 2011 00:59:41 GMT

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rrutk wrote on Tue, 15 November 2011 14:49 I created now giant script\_zone\_all below the ra\_underwater\_zone and now it works.

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If APB disables the sub's transitions when they submerge and enables them when they surface, that'll override jfw's script.

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Subject: Re: Scriptbug JFW\_Disable\_Transitions\_Zone

Posted by [rrutk](#) on Wed, 16 Nov 2011 10:05:33 GMT

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kamuixmod wrote on Tue, 15 November 2011 15:03also des disable transition sorgt dafür das auch die Leute nicht die Fahrzeuge verlassen können?

ja.

Jerad Gray wrote on Tue, 15 November 2011 17:59rrutk wrote on Tue, 15 November 2011 14:49I created now giant script\_zone\_all below the ra\_underwater\_zone and now it works.

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but it doesn't work on the underwater\_zone.

the naval&flying map will be ready this week, I hope. retextured.

If APB disables the sub's transitions when they submerge and enables them when they surface, that'll override jfw's script.

But a lot of the features contained in RA\_UnderwaterZone (I looked into the sourcecode) seems not to work in standard leveledit.

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