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Subject: News for everyone!

Posted by [General Havoc](#) on Fri, 05 Sep 2003 20:49:44 GMT

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JFW\_Bounce\_Zone\_Entry (this script adds a fixed value to the Z position of anything that enters the zone)(Z = Up axis)

Player\_Type (what player type to trigger on, 0 = Nod, 1 = GDI, 2 = any)

Amount (what to add to the z position each time)

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