Subject: Re: nulling damage script?
Posted by Xpert on Tue, 20 May 2014 19:54:31 GMT

Gen_Blacky wrote on Tue, 20 May 2014 15:38Simplest way would be

enter zone attach script to player/vehicle

exit zone detach script from player/vehicle

in the damage hook check if the player has the script attached

or you can check if the player is actually in the zone

This works. Thanks!