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Subject: scripts.dll 1.5

Posted by [jonwil](#) on Sun, 22 Feb 2004 03:03:46 GMT

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ok, new script.

Any vehicle that enters the zone will have Disable\_Vehicle\_Transitions called on it and any vehicle that exits the zone will have Enable\_Vehicle\_Transitions called on it.

Almost enough ideas to do a 1.5 but not quite

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