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Subject: "Warning: You Are Leaving The Battle"

Posted by [Cypher \[PCNC\]](#) on Wed, 26 May 2004 04:31:12 GMT

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It isn't even a matter of scripting....

Just do invisible Tiberium fields (or visible ones) over the boundries of the map and that way the person will die.

Only problem is to define similar damage zones for vehicles and aircraft.

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