
Subject: Death Zone Script

Posted by [Gen_Blacky](#) on Fri, 14 Dec 2007 06:50:00 GMT

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Here is a Death Zone Script by Reborn

you can chose what player type is affected by the death zone.

```
void reb_team_death_Zone::Entered(GameObject *obj,GameObject *enter)
{
    int x;
    x = Get_Int_Parameter("Player_Type");
    if (CheckPlayerType(enter,x))
    {
        return;
    }
    if (!Commands->Is_A_Star(enter))
    {
        return;
    }
    Commands->Apply_Damage(enter,99999,"Shrapnel",false);
}
```

```
ScriptRegistrant<reb_team_death_Zone>
```

```
reb_team_death_Zone_Registrant("reb_team_death_Zone","Player_Type:int");
```

```
class reb_tea
class reb_team_death_Zone : public ScriptImpClass {
    void Entered(GameObject *obj,GameObject *enter);
};
```

Subject: Re: Death Zone Script

Posted by [cnc95fan](#) on Fri, 14 Dec 2007 15:42:39 GMT

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Lul, it only takes off 99999 damage, but hey, it'll probably kill XD.

Subject: Re: Death Zone Script

Posted by [mr£Ä\\$Ä-z](#) on Fri, 14 Dec 2007 15:48:38 GMT

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i think there already was a script like that

Subject: Re: Death Zone Script

Posted by [bisen11](#) on Fri, 14 Dec 2007 19:29:29 GMT

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cnc95fan wrote on Fri, 14 December 2007 10:42Lul, it only takes off 99999 damage, but hey, it'll probably kill XD.

Not if the people are blamo xP

Subject: Re: Death Zone Script

Posted by [Jerad2142](#) on Fri, 14 Dec 2007 19:56:37 GMT

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```
void reb_team_death_Zone::Entered(GameObject *obj,GameObject *enter)
{
    int x;
    x = Get_Int_Parameter("Player_Type");
    if (CheckPlayerType(enter,x))
    {
        return;
    }
    if (!Commands->Is_A_Star(enter))
    {
        return;
    }
    Commands->Apply_Damage(enter,99999,"Blamokiller",false);
}
```

```
ScriptRegistrant<reb_team_death_Zone>
```

```
reb_team_death_Zone_Registrant("reb_team_death_Zone","Player_Type:int");
```

```
class reb_team_death_Zone : public ScriptImpClass {
    void Entered(GameObject *obj,GameObject *enter);
};
```

Fixed that.

Is it meant to only kill the player and no ai?

Subject: Re: Death Zone Script

Posted by [Gen_Blacky](#) on Fri, 14 Dec 2007 21:10:23 GMT

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idk he just made real fast 4 me.

cnc95fan wrote on Fri, 14 December 2007 09:42Lul, it only takes off 99999 damage, but hey, it'll probably kill XD.

not team death zones.

Subject: Re: Death Zone Script

Posted by [Jerad2142](#) on Wed, 02 Jan 2008 22:10:24 GMT

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Just to let you know it will not kill any AI that enters the zone if it stays set up like that.
