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Subject: M00\_Disable\_Transitions  
Posted by [gibberish](#) on Sat, 20 Mar 2004 02:17:02 GMT  
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Does anyone know what this does and when exactly it is called.

I know its called at the start of the game but is it immediately after the map is created, after the first player joins or after play actually starts ?

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Subject: M00\_Disable\_Transitions  
Posted by [htmlgod](#) on Sat, 20 Mar 2004 02:27:51 GMT  
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It disables transitions.... lol. That means, for example, you apply it to a vehicle that you do not want players to enter, or on anything that might normally experience a transition (meaning the a change, such as from infantry -> vehicle, vehicle -> infantry, or something like that). Its usually used for stuff like vehicles given AI, to keep people from getting in and stealing the vehicle.

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Subject: M00\_Disable\_Transitions  
Posted by [vloktboky](#) on Sat, 20 Mar 2004 03:55:03 GMT  
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When the object it's attached to is created.

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Subject: M00\_Disable\_Transitions  
Posted by [gibberish](#) on Sat, 20 Mar 2004 04:02:42 GMT  
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Thanks both of you.

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