
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);
};
```
