
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?
