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Subject: scripts.dll 1.5

Posted by [Cpo64](#) on Sun, 22 Feb 2004 02:50:08 GMT

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Dissable Transitions while in zone script

You attach it to a zone, when a vehicle enters a zone, you can't get in or out of it. Soon as you leave the zone, Transtions are renabled.

Could have several uses,

Preventing people from jumping out of aircraft in certain areas.

Preventing people from abandining ship for naval combat.

Preventing people from entering a vehicle before it has left a warfactory etc

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