
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.
