Subject: Re: Need help scripts
Posted by Jerad2142 on Sun, 14 Aug 2011 07:04:32 GMT
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I do believe those scripts use Commands->Apply_Damage to kill the script, to destroy a script zone the only think that'll probably work is Commands->Remove_Object. I don't know if you have access to that via any script in 3.4.4 as I spend most of my time making my own nowadays and not fooling around with others; but someone else might know. Otherwise, you can probably just move the zone off the map with another script or something.