Subject: SCRIPT_ZONE_STAR vs SCRIPT_ZONE_ALL
Posted by Nightma12 on Wed, 05 Aug 2009 00:03:46 GMT
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whats the difference?

Subject: Re: SCRIPT_ZONE_STAR vs SCRIPT_ZONE_ALL
Posted by kill on Wed, 05 Aug 2009 00:09:01 GMT
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one is star and the other is a script
tbh idfk

Subject: Re: SCRIPT_ZONE_STAR vs SCRIPT_ZONE_ALL
Posted by Reaver11 on Wed, 05 Aug 2009 00:33:59 GMT
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I believe the scriptzone start is a triggerlike function. If you walk in it for the first time the trigger will fire. But if you enter a second time it wont.

Scriptzone all will work any time you walk through it / a permanente effect.

I think it is something like that.

Subject: Re: SCRIPT_ZONE_STAR vs SCRIPT_ZONE_ALL
Posted by jonwil on Wed, 05 Aug 2009 01:27:53 GMT
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Script_Zone_Star only triggers for player objects, Script_Zone_All triggers for all objects

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