**Zombie Moon Changes**

**zombie\_moon\_ffotd.gsc //functions can be disabled simply by changing moon.gsc**

//! level thread maps\zombie\_moon\_ffotd ::main\_start();

//! level.player\_out\_of\_playable\_area\_monitor = true () ; false

//! level.player\_out\_of\_playable\_area\_monitor\_callback = ::zombie\_moon\_player\_out\_of\_playable\_area\_monitor\_callback;

//! level.quad\_explode = true () ; false

//! level thread maps\zombie\_moon\_ffotd :: main\_end();

//! zombie\_moon\_player\_out\_of\_playable\_area\_monitor\_callback()

{

if ( is\_true ( self.\_padded ) )

{

return false;

}

return true; //false

}

//! Change PaP timer;

flag\_init ( “packapunch\_hacked” );

time = 100; // = 30;

//! level maps\zombie\_moon\_digger ::digger\_init\_flags(); //Comment out

//! level thread maps\zombie\_moon ::digger\_init(); //Comment out

**\_zombiemode\_equip\_gasmask.gsc**

// self setclientflag(level.\_CF\_PLAYER\_GASMASK\_OVERLAY); //

same for line 176;why not

**//NEED TO RIP ZOMBIE\_MOON.CSC & VISION SETS FROM ZOMBIE\_MOON AND ADD THEM TO ZOMBIE\_MOON\_PATCH//**

**zombie\_moon.csc**

// level thread hide\_earth(); N //

// level thread show\_earth(); N //

// level thread hide\_destroyed\_earth(); N //

// levelthread show\_destroyed\_earth(); Y //