

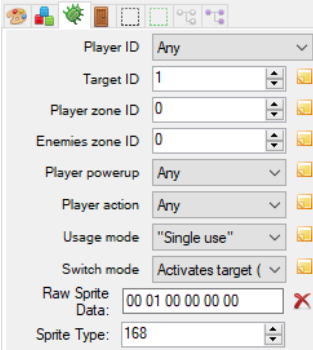
# "Event Controller - Zone"

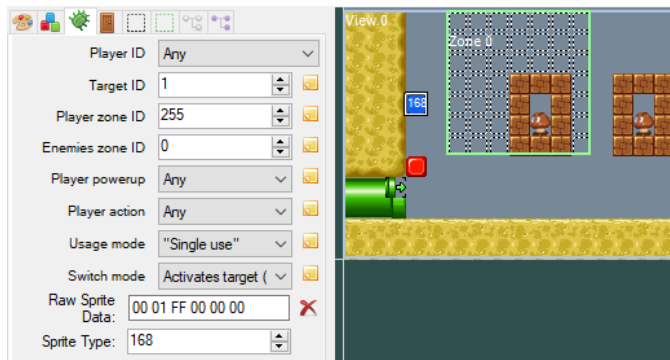
## Setups

### TODO:

- Use these to improve/correct the documentation here and/or in NSMBe's object xml
- Add more setups

Zone ID 0 should be interchangeable with any other ID, but this needs to be tested.

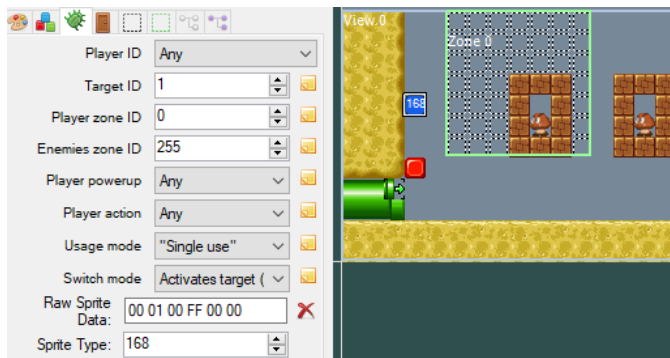
Object Settings	Trigger Requirements
<div data-bbox="108 857 427 1205"></div> <p data-bbox="108 1214 325 1276">Player zone ID: 0 Enemies zone ID: 0</p>	<p data-bbox="813 920 1347 949"><a href="https://www.youtube.com/embed/MoaRhxeq-IA">https://www.youtube.com/embed/MoaRhxeq-IA</a></p> <p data-bbox="813 958 1461 1021">The event will only trigger when the player enters zone 0 after all enemies in said zone are destroyed.</p>



Player zone ID: 255  
Enemies zone ID: 0

<https://www.youtube.com/embed/tJulTprzfzg>

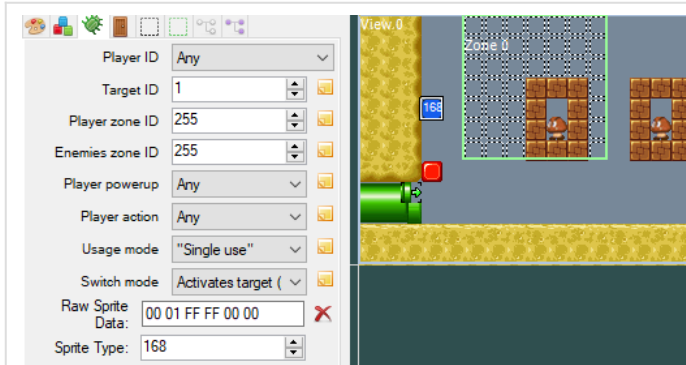
The event will trigger when all enemies in zone 0 are destroyed.



Player zone ID: 0  
Enemies zone ID: 255

<https://www.youtube.com/embed/-lhQ5gEh7Z0>

The event will trigger when the player enters zone 0.



Player zone ID: 255  
Enemies zone ID: 255

<https://www.youtube.com/embed/vsCJF5P36Wc>

The event will trigger once the player finishes entering the view.

Revision #7

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