Metal Detector

How to Use

The Metal Detector is used to check whether players walking through it are carrying weapons. It's mainly used at checkpoints and by security to catch armed players before they get any further.

To use it, place the Metal Detector in a doorway or narrow path where players have to walk through it. When someone passes through while carrying a weapon, it will alert you by making a noise and turned red - making it a valid roleplay reason to search, AOS, or act on that player depending on the situation and any active laws.

Make sure the detector is placed somewhere players can actually walk through normally, and that it isn't used to prop-block or trap people, as that breaks the basing rules.

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