

---

Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects  
Posted by [Chronojam](#) on Tue, 27 Jun 2006 22:26:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

jonwil wrote on Tue, 27 June 2006 08:26l can tell you now that moving script zones are NOT possible on the renegade engine without a LOT of work.

Pffft, you're just JONWIL. This is Oblivion, High Lord of Modding we're talking about here. With a flick of his hand he has the source code appear in front of him, and with a wave of his magnificent cock he breaks the laws of physics.

Who are YOU to tell him that he can't do something? You're ONLY one of the most prolific Renegade hax0rs around. Seriously Jonwil, give it up; THIS guy's the real thing.

Muffins, the gap is a serious bitch. Allies have perfectly clear sight, other than a call we made to not make the sphere itself invisible to the Allies (this way they know their range, and it's seriously kinda imposing/cool to see). The range is pretty good, and as far as the stationary generator is concerned, we're talking pure potential.

It's a counter for the Tesla Coil, and in the FPS it fulfills this role a lot better than you'd expect. While it can't do damage by itself, it makes targetting anything but the buildings a pain in the ass. In a larger base with strewn-out landmarks you could probably get lost. But even while it does no damage on its own, it gives the defenders a huge boost. Essentially every weapon can fire beyond the visual range of those in the blinding range, so even a technician could give a Soviet soldier a hard time. The mobile version is a bitch on wheels.

---