
Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by [Sir Kane](#) on Wed, 28 Jun 2006 17:17:15 GMT

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Oblivion165 wrote on Mon, 26 June 2006 22:44 You dont make it spherical, you use aliased script zones to create the effect.

Move your box out a distance, create an axis point of zero on your proxy box, and just 360 clones all around, done. It doesnt require "brining down" the walls of basic renegade modding.
Or you just enumerate all soldiers/vehicles/whatnot and check the distance to the gapgenerator.
