
Subject: looking for ideas on how to make a vehicle invisible to base defense
Posted by [jonwil](#) on Thu, 15 Mar 2007 14:12:06 GMT

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

I need to make certain vehicles invisible to base defenses (basically anything that uses Enemy_Seen) through scripting/engine calls whilst making them fully visible and shootable by players.

Does anyone have any ideas? Note that because of what this is for, I can't simply change the base defense scripts themselves.
