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Subject: TUTORIAL: Stealth Zones

Posted by [General Havoc](#) on Thu, 06 Mar 2003 17:59:07 GMT

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I have just written another tutorial on how to make stealth generator zones using Dantes's Scripts. You add these to a map and when Infantry or vehicles enter the zone they become stealth for the time that they remain in the zone. You may find a good use for it. A good feature of this script is that you can attach one part to a building so when the building gets destroyed the stealth zone is disabled, excellent for a stealth lab or something or maybe a stealth bunker to hide your units away from the enemy whilst you plan tactics. The good thing is that you can also set the team which units it will turn stealth which could be used for a bunker idea that i mentioned.

You can get it over at <http://www.nodnl.net> and it will also be in RenHelp 2.

-General Havoc

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