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Subject: TUTORIAL: Stealth Zones

Posted by [Deafwasp](#) on Fri, 07 Mar 2003 16:46:33 GMT

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General HavocNext Tutorial is based on TDA\_Toggle\_Stealth\_Zone i think you will like it. It's not as powerful in some ways as the one that i have just done because it has no controller script. It can be set for the zone to permantly cloak you when you exit and one to uncloak you when you enter. I'll give you more info on others soon.

There are loads of custom scripts that i helping Jon Wil test at the moment, i'm picking interesting ones that you might find useful and documenting them. Eventually i hope to document them all if possible. There are around 100 scripts i'd say by Dante (TDA) Jon Willson (JWF) and other people. This is excludin the ones mmade by westwood.

I hope you can start to impliment them in your maps when you get how to use certain scripts.

Permanently cloaked like the stealth trooper-uncloaks as he shoots- or evenwhen he shoots? That is a useful script. But Who would really want to uncloak? Unless there are certin areas you cant go to without uncloacking....

I would but a uncloak zone by power sources, or hot things like the lava in valcoano.

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