Subject: Iron Curtain suggestion?
Posted by General Havoc on Wed, 19 Mar 2003 17:38:30 GMT
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Not quite sure what your trying to do but here is some info on Dantes scripts:

TDA_Toggle_Stealth_Zone can be setup to work in 3 ways, Stealth whilst in the zone, stealth when enter the zone (it will stay when you exit) and remove stealth when you exit (stealth when you exit from beigh cloaked using the previous script). Also each of these are team independant meaning they can be used for Nod, GDI, or Unteamed (both).

TDA_Stealth_Armour will turn a unit stealth that picks it up for a set amount of time. It will decloak after the timer expires, it can be attached to any pickup (as far as i have tested). This scripts is not team independant.

TDA_Stealth_Generator is used with the script below to make a zone stealth. This zone can be attached to a building or any object and will disable the stealth zone when the attached object is destroyed.

TDA_Stealth_Generator_Zone is always attached to a scriptzone that you want the objects entering to be turned stealth. This zone is only active when the script above is triggering it.

The last two scripts sound the most useful for what you want to do but you may need other things.

_General Havoc