
Subject: Stealth harvesters

Posted by [JasonKnight](#) on Sat, 04 Aug 2007 00:42:37 GMT

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Is there anyway to make both harvesters stealth when ever they are built? I tried attaching TDW_Stealth_Armor but it didnt work...

Subject: Re: Stealth harvesters

Posted by [c0vert7](#) on Sat, 04 Aug 2007 00:45:42 GMT

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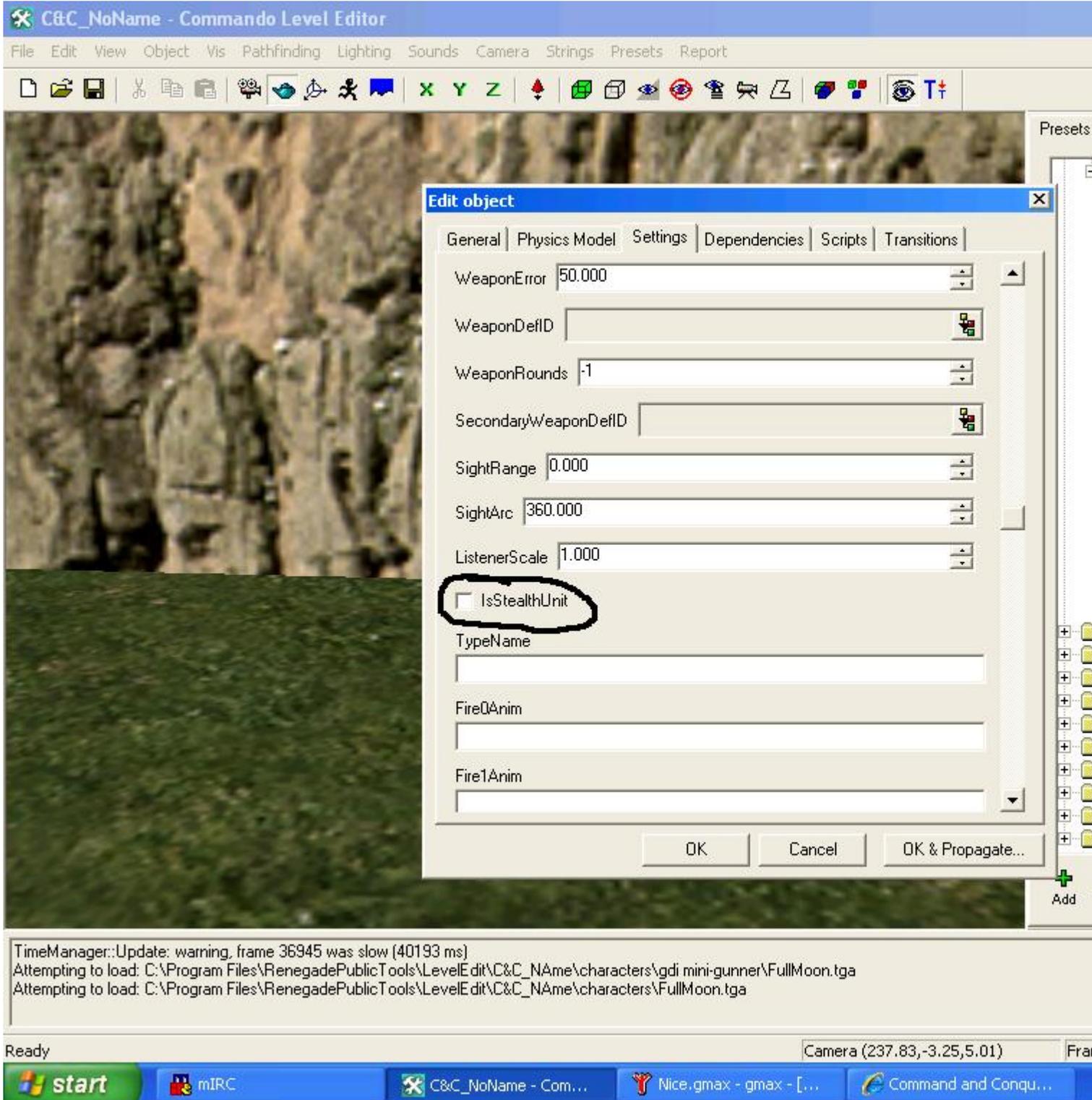
Just check the "Is StealthUnit" under the harvester settings.

BTW Stealth_Armour is a powerup that turns your character stealth when you pick it up. Not to turn a vehicle or anything stealth by adding it.

Heres a pic to help you.

File Attachments

1) [GDS.JPG](#), downloaded 933 times



Subject: Re: Stealth harvesters
Posted by [JasonKnight](#) on Sat, 04 Aug 2007 00:53:20 GMT
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dont work, tried it, I am pretty sure it is a script.

Subject: Re: Stealth harvesters
Posted by [Rev](#) on Sat, 04 Aug 2007 00:57:02 GMT
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Is this for a map? or for a server?

Subject: Re: Stealth harvesters
Posted by [Genesis2001](#) on Sat, 04 Aug 2007 02:13:38 GMT
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If it's for a server, it won't work serverside.

If it's for a map, it *should* work. :/

-MathK1LL

Subject: Re: Stealth harvesters
Posted by [Gen_Blacky](#) on Sat, 04 Aug 2007 03:42:12 GMT
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You can make it work serverside with certian scripts i thinks

or if your running ssaow u can edit the objects.aow and it will work serverside.

Subject: Re: Stealth harvesters
Posted by [Yrr](#) on Sat, 04 Aug 2007 07:33:39 GMT
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In multiplayer, vehicles without a driver will never become stealted.

Subject: Re: Stealth harvesters
Posted by [SWNight](#) on Sat, 04 Aug 2007 08:46:53 GMT
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Yrr wrote on Sat, 04 August 2007 02:33In multiplayer, vehicles without a driver will never become stealted.

Yeah, so if it does work you'll just have the stealth effect but still see the harvy.

Subject: Re: Stealth harvesters
Posted by [Goztow](#) on Sat, 04 Aug 2007 13:07:38 GMT
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SWNight wrote on Sat, 04 August 2007 10:46Yrr wrote on Sat, 04 August 2007 02:33In multiplayer, vehicles without a driver will never become stealthed.

Yeah, so if it does work you'll just have the stealth effect but still see the harvy.
Smth to think about though: on some maps, when PP died, the harv became invisible.

Subject: Re: Stealth harvesters
Posted by [JasonKnight](#) on Sat, 04 Aug 2007 14:07:29 GMT
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Yrr wrote on Sat, 04 August 2007 02:33In multiplayer, vehicles without a driver will never become stealthed.

so you then add on another script to make it think there is a player in it. Stealth tanks in single player were stealth when they were not shooting. and there is no real player in them.

so i dont see why it couldnt work the same way.

And this is for Server Side mod and yes, modifying the Objects.ddb is what I am doing while using SSGM

Subject: Re: Stealth harvesters
Posted by [Yrr](#) on Sat, 04 Aug 2007 20:13:12 GMT
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Goztow wrote on Sat, 04 August 2007 15:07SWNight wrote on Sat, 04 August 2007 10:46Yrr wrote on Sat, 04 August 2007 02:33In multiplayer, vehicles without a driver will never become stealthed.

Yeah, so if it does work you'll just have the stealth effect but still see the harvy.
Smth to think about though: on some maps, when PP died, the harv became invisible.
Invisible is not stealthed. And this is a bug in Renegade (which is fixed in Resurrection and worked-around in Custom Scripts).

JasonKnight wrote on Sat, 04 August 2007 16:07Yrr wrote on Sat, 04 August 2007 02:33In multiplayer, vehicles without a driver will never become stealthed.

so you then add on another script to make it think there is a player in it. Stealth tanks in single player were stealth when they were not shooting. and there is no real player in them.

so i dont see why it couldnt work the same way.

And this is for Server Side mod and yes, modifying the Objects.ddb is what I am doing while using SSGM

That's why I said multi player - in single player mode vehicles are always cloaked unless they fire. Additionally, enabling/disabling/applying stealth is done client-side. It could work to add an AI driver, but I'm not sure wether the harvester will still drive automatically.

Subject: Re: Stealth harvesters

Posted by [R315r4z0r](#) on Sat, 04 Aug 2007 20:25:16 GMT

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Yrr wrote on Sat, 04 August 2007 03:33In multiplayer, vehicles without a driver will never become stealted.

Oblivion made AI stealth tanks go stealth in that map that he used Neosaber's scripts to script a tank battle in the desert while you observe from the sky.

Subject: Re: Stealth harvesters

Posted by [Yrr](#) on Sat, 04 Aug 2007 20:46:38 GMT

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Then he modified the client-side code or added a driver.

Subject: Re: Stealth harvesters

Posted by [Rev](#) on Sat, 04 Aug 2007 22:24:31 GMT

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JasonKnight wrote on Sat, 04 August 2007 10:07

And this is for Server Side mod and yes, modifying the Objects.ddb is what I am doing while using SSGM

It wont work server side. Players would need an objects file with the vehicle being stealth for it to work. You could try and make it stealth with a script but then players without scripts.dll will not see it stealth.

Subject: Re: Stealth harvesters

Posted by [JasonKnight](#) on Sat, 04 Aug 2007 22:37:46 GMT

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Rev wrote on Sat, 04 August 2007 17:24 JasonKnight wrote on Sat, 04 August 2007 10:07
And this is for Server Side mod and yes, modifying the Objects.ddb is what I am doing while using SSGM

It wont work server side. Players would need an objects file with the vehicle being stealth for it to work. You could try and make it stealth with a script but then players without scripts.dll will not see it stealth.

just like the stealth suit, thats fine, I understand that, the server I am making it for most players have the scripts.

i just need to figure out the script...

Subject: Re: Stealth harvesters
Posted by [SWNight](#) on Mon, 06 Aug 2007 10:25:30 GMT
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Rev wrote on Sat, 04 August 2007 17:24 JasonKnight wrote on Sat, 04 August 2007 10:07
And this is for Server Side mod and yes, modifying the Objects.ddb is what I am doing while using SSGM

It wont work server side. Players would need an objects file with the vehicle being stealth for it to work. You could try and make it stealth with a script but then players without scripts.dll will not see it stealth.

Thats just stupid EVERYONE needs scripts.dll. You get it when you install Renegade. Don't you mean bhs.dll?

Subject: Re: Stealth harvesters
Posted by [Hex](#) on Mon, 06 Aug 2007 10:31:41 GMT
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SWNight wrote on Mon, 06 August 2007 06:25
Thats just stupid EVERYONE needs scripts.dll. You get it when you install Renegade. Don't you mean bhs.dll?

AKA scripts2.dll

Subject: Re: Stealth harvesters
Posted by [Rev](#) on Mon, 06 Aug 2007 15:12:04 GMT
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SWNight wrote on Mon, 06 August 2007 06:25

Thats just stupid EVERYONE needs scripts.dll. You get it when you install Renegade. Don't you mean bhs.dll?

Scripts that jonwil made. Better?

Subject: Re: Stealth harvesters
Posted by [JasonKnight](#) on Mon, 06 Aug 2007 17:44:00 GMT
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SWNight wrote on Mon, 06 August 2007 11:25Rev wrote on Sat, 04 August 2007 17:24JasonKnight wrote on Sat, 04 August 2007 10:07
And this is for Server Side mod and yes, modifying the Objects.ddb is what I am doing while using SSGM

It wont work server side. Players would need an objects file with the vehicle being stealth for it to work. You could try and make it stealth with a script but then players without scripts.dll will not see it stealth.

Thats just stupid EVERYONE needs scripts.dll. You get it when you install Renegade. Don't you mean bhs.dll?

when I said scripts I ment the new scripts that JonWil does. the latest is 3.4.1

Subject: Re: Stealth harvesters
Posted by [Gen_Blacky](#) on Mon, 06 Aug 2007 18:05:43 GMT
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for this u only need like 2.9

Subject: Re: Stealth harvesters
Posted by [JasonKnight](#) on Mon, 06 Aug 2007 20:02:01 GMT
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Gen_Blacky wrote on Mon, 06 August 2007 13:05for this u only need like 2.9

i know but what is the script to put onto the harvesters?

There has to be something. some sorta script that is made for vehicles just like it is for infantry.
