
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

Subject: TUTORIAL: Stealth Zones

Posted by [Cebt](#) on Thu, 06 Mar 2003 18:13:18 GMT

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great ill try it right away

Subject: TUTORIAL: Stealth Zones

Posted by [Cpo64](#) on Thu, 06 Mar 2003 18:23:33 GMT

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Where do we find the scripts, I have been looking for them, and I can't find them.

Subject: TUTORIAL: Stealth Zones

Posted by [General Havoc](#) on Thu, 06 Mar 2003 18:25:01 GMT

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The teleport tutorial or the stealth zone tutorial explains everything at the top of the pages. Read through and it will tell you how to install them too. Anyone with very basic knowledge of leveledit should be able to get these scripts working because i explained in detail.

Subject: TUTORIAL: Stealth Zones

Posted by [Titan1x77](#) on Thu, 06 Mar 2003 18:59:12 GMT

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nice work General

I'll be looking forward to more tutorials from you!

Subject: TUTORIAL: Stealth Zones
Posted by [Halo38](#) on Thu, 06 Mar 2003 19:09:30 GMT
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Wow this script Owns!!

Subject: TUTORIAL: Stealth Zones
Posted by [Deafwasp](#) on Thu, 06 Mar 2003 20:38:04 GMT
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does it stealth buildings? Until then, it aint a stealth generator.

Subject: TUTORIAL: Stealth Zones
Posted by [Cebt](#) on Thu, 06 Mar 2003 20:42:43 GMT
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untill they make one for buildings this is good enough for me

Subject: TUTORIAL: Stealth Zones
Posted by [General Havoc](#) on Thu, 06 Mar 2003 21:21:41 GMT
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No it doesn't stealth buildings. I wrote the tutorial not the script remember. It may be possible but having a stealth weapons factory hardly seems useful. Anyway i think that a stealth building script would be possible. I didn't say it was a stealth generator anyway, its a stealth Zone generator meaning its attached to a defined zone.

Subject: TUTORIAL: Stealth Zones
Posted by [Havoc 89](#) on Thu, 06 Mar 2003 22:40:45 GMT
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awsome!!! im defenatly gonna try that out after im done my homework.

Subject: TUTORIAL: Stealth Zones
Posted by [Majiin Vegeta](#) on Thu, 06 Mar 2003 23:37:05 GMT
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damn thats sounds kewl..i just got into makin maps..so wehn i ahve had a few more attemps i will try this

/me plans to make both bases invisble from the enemy :twisted:

Subject: TUTORIAL: Stealth Zones
Posted by [Griever92](#) on Fri, 07 Mar 2003 00:06:55 GMT
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excellent, i might implement this into one of my mods that i've been working on for a while. Never got around to finishing it though.....

Subject: TUTORIAL: Stealth Zones
Posted by [General Havoc](#) on Fri, 07 Mar 2003 00:33:53 GMT
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Next 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.

Subject: TUTORIAL: Stealth Zones
Posted by [Havoc 89](#) on Fri, 07 Mar 2003 01:56:35 GMT
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kool... altho that is kinda cheap...

Subject: TUTORIAL: Stealth Zones
Posted by [Blazer](#) on Fri, 07 Mar 2003 04:12:05 GMT
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Deafwaspdoes it stealth buildings? Until then, it aint a stealth generator.

Cloaked buildings would be worthless in C&C:Renegade. It's not like you could build a cloaked building somewhere and nobody would know where it was. If you made a map with cloaked

buildings, as soon as anyone played it one time they would know where the building was, invisible or not.

Subject: TUTORIAL: Stealth Zones
Posted by [iscrpter](#) on Fri, 07 Mar 2003 08:16:17 GMT
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w00t!! 100 you say? I don't know if my site (www.nodnl.net) can handle that

Subject: TUTORIAL: Stealth Zones
Posted by [snipefrag](#) on Fri, 07 Mar 2003 12:23:10 GMT
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WOW that sounds cool will have to have a look at that when i get home.

Subject: TUTORIAL: Stealth Zones
Posted by [Havoc 89](#) on Fri, 07 Mar 2003 16:34:50 GMT
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the stealth zone isnt working... i think i messed up... i got the teleport script to work but not the stealth zone

Subject: TUTORIAL: Stealth Zones
Posted by [General Havoc](#) on Fri, 07 Mar 2003 16:41:56 GMT
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I can assure you the Stealth Zone script works. Make sure you are using Version 1.01 of the DLL. Although i'm running version 1.1 Beta of the scripts i did use 1.01 in my mod package so it would have overridden the ones in the game directory.

If that fails then contact me and i'll get you to debug the scripts so i can see whats going wrong.

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.

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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.

Subject: TUTORIAL: Stealth Zones

Posted by [General Havoc](#) on Fri, 07 Mar 2003 17:08:03 GMT

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Yeah its like a stealth trooper or stealth tank. The cloak and de-cloak are used if you want to make a certain effect i suppose.
