
Subject: Proxy mines

Posted by [Majiin Vegeta](#) on Fri, 07 Nov 2003 03:35:42 GMT

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i duno if this was discussed before.. it think it was ages ago..
since i played Glacier flying with the invisble mines.. playing normal glacier with mines visable just doesnt seem the same..

just seems better with them invisble.. but anyway.. i was thinking... is it possible to make proxy mines stealth for both teams.. i think this would be great

would be like in red alert where the enemy mines are invisble to you
how it should be i reckon..

people are adding different things to new maps to make there different somebody try this

sorry if this is just useless Spam O_o

Subject: Proxy mines

Posted by [General Havoc](#) on Fri, 07 Nov 2003 13:35:29 GMT

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Yeah just add the GDI/Nod Repair facilities to a map and you will screw up the mining system.

Subject: Proxy mines

Posted by [Majiin Vegeta](#) on Fri, 07 Nov 2003 17:06:07 GMT

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i know that but actually making them stealth.. even iff you add the repair bays.. the mins still appear in buildings..

Subject: Proxy mines

Posted by [Deactivated](#) on Fri, 07 Nov 2003 17:17:13 GMT

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General HavocYeah just add the GDI/Nod Repair facilities to a map and you will screw up the mining system.

Has it anything to do with the messed up active animation it has?

Subject: Proxy mines

Posted by [General Havoc](#) on Fri, 07 Nov 2003 19:10:25 GMT

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Aside from that it places a big electric lightning beam at 0,0,0 on your map and whenever you place a mine on the terrain it gets sucked into it. It is to do with the repair pad setup, you can get around it though.

Dunno about stealth mines but try attaching the stealth script to it. I can't remember which one it was but SomeRhio mentioned it not long ago, something like M07_Stealth_Test

Subject: Proxy mines
Posted by [Cpo64](#) on Fri, 07 Nov 2003 20:45:07 GMT
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As far as I can tell, there is nothing to attach a script to, as it does not create an object, from what I can find anyways...

Subject: Proxy mines
Posted by [kawolsky](#) on Fri, 07 Nov 2003 22:20:29 GMT
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General HavocYeah just add the GDI/Nod Repair facilities to a map and you will screw up the mining system.

:rolleyes:

Subject: Proxy mines
Posted by [General Havoc](#) on Fri, 07 Nov 2003 22:37:35 GMT
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kawolskyGeneral HavocYeah just add the GDI/Nod Repair facilities to a map and you will screw up the mining system.

:rolleyes:

What? You don't believe me? Check out Glacier flying and go see for yourself.
