Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)
Posted by Anonymous on Sun, 08 Dec 2002 12:53:00 GMT
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i have recently gotten two new scripts to work   pretty freeking kewl, just imagine the possibilities   /* use this to enable/disable stealth effect (TEST!!!)TDA_Toggle_Stealth_Zone"no parameters"*//* use this to teleport a unit to a desired location when they enter this zone (TEST!!!)TDA_Teleport_ZoneLocation   'Vector location of where to be sent*/so.... what do you think??? [December 08, 2002, 00:57: Message edited by: Dante]