Subject: Revamped Stealth Generators Posted by Halo38 on Fri, 09 May 2003 14:06:03 GMT View Forum Message <> Reply to Message

Majiin VegetaHalo38This is just a model you need to setup the script zone and center it around the model this is a sort of location identifier. so you know a zone is there but not of how big the zone is or what is being stealthed inside it hahaaha

sounds kewl

like to see this on sum maps

do you uncloak if you shoot while in the zone?

I would think so, I assume the zone works like if you had the SBH stealth suit on. general havoc has tested it and he can confirm the exact details.

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums