
Subject: Re: All the Mission Scripts

Posted by [Jerad2142](#) on Wed, 20 Jun 2007 17:14:39 GMT

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Sn1per74(2) wrote on Mon, 18 June 2007 11:03A lil off topic but I think somebody should take the sp .lvl files and take out all the spawners and put them up on the web so people can use those to edit maps instead of having to go through the map each time deleting stuff.

More on topic: Theres a script like M05_stealth_Effect or something like that that makes whatever you attach it to stealth. I think that's the script somebody might want to double check.

M10_Stealth

M10_Stealth_Attack_01 & 02

M10_Stealth_Drop

M10_Test_Stealth

M08_Enable_Stealth

Someone should test those on a AI tank, I am sure one of them would force it to go invisible, which would be better then it driving around visible.
