
Subject: Re: Stealth harvesters

Posted by [c0vert7](#) on Sat, 04 Aug 2007 00:45:42 GMT

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Just check the "Is StealthUnit" under the harvester settings.

BTW Stealth_Armour is a powerup that turns your character stealth when you pick it up. Not to turn a vehicle or anything stealth by adding it.

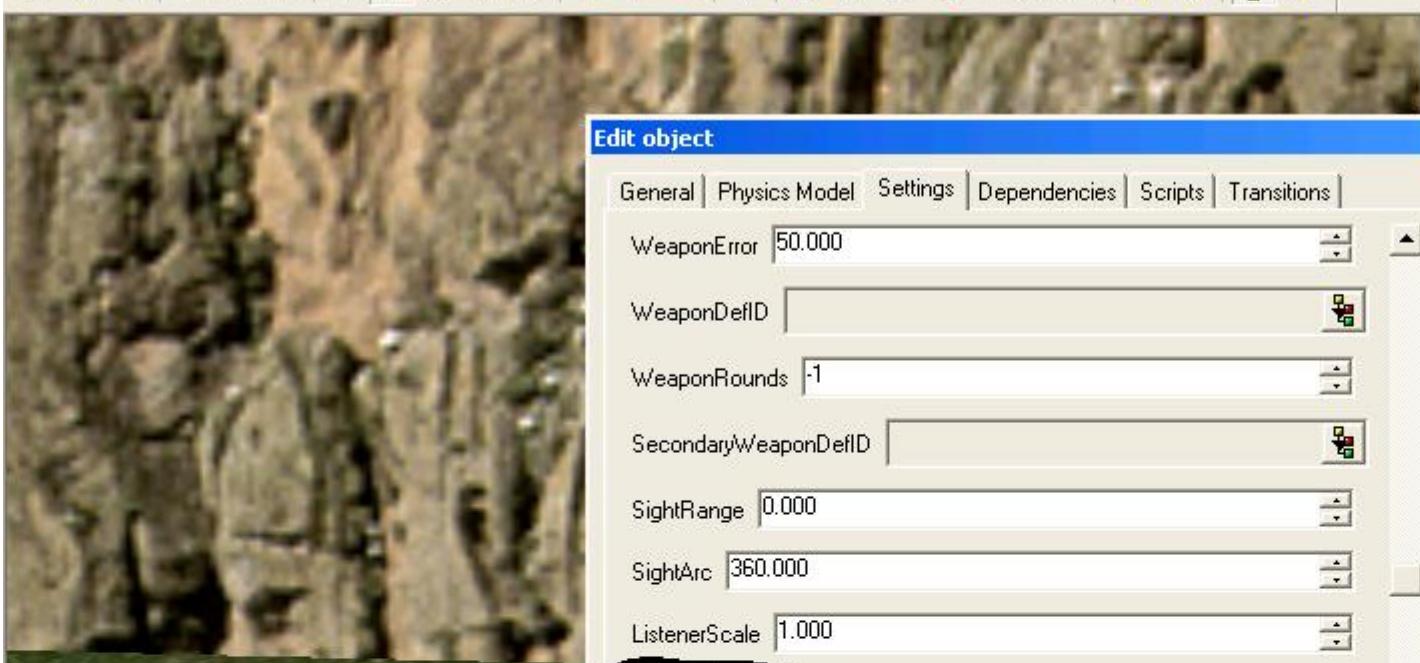
Heres a pic to help you.

File Attachments

1) [GDS.JPG](#), downloaded 796 times

C&C_NoName - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report



Edit object

General | Physics Model | Settings | Dependencies | Scripts | Transitions |

WeaponError 50.000

WeaponDefID

WeaponRounds -1

SecondaryWeaponDefID

SightRange 0.000

SightArc 360.000

ListenerScale 1.000

IsStealthUnit

TypeName

Fire0Anim

Fire1Anim

OK

Cancel

OK & Propagate...

TimeManager::Update: warning, frame 36945 was slow (40193 ms)

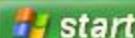
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\C&C_NaMe\characters\gdi mini-gunner\FullMoon.tga

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\C&C_NaMe\characters\FullMoon.tga

Ready

Camera (237.83, -3.25, 5.01)

Frame



mIRC

C&C_NoName - Com...

Nice.gmax - gmax - [...]

Command and Conquer...