Subject: TUTORIAL: Stealth Zones
Posted by General Havoc on Thu, 06 Mar 2003 21:21:41 GMT

View Forum Message <> Reply to Message

No it doesn't stealth buildings. I wrote the tutorial not the script remember. It may be possible but having a stealth weapons factory hardly seems useful. Anyway i think that a stealth building script would be possible. I didn't say it was a stealth generator anyway, its a stealth Zone generator meaning its attached to a defined zone.