
Subject: TDA_Stealth_Armor

Posted by [SomeRhino](#) on Tue, 23 Sep 2003 21:59:57 GMT

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Thanks, General Havoc.

Edit:

Well, after some intense brainstorming, I found my way around this one. Here's how I have a stealth power-up setup:

Player shoots a "Simple" crate Object, killing it. This crate has JFW_Attatch_Script attached to it. It is set to trigger when the object dies, and will attach the script RMV_Test_Stealth to the player that kills the crate. The player will have stealth until he dies.
