Subject: Iron Curtain suggestion?
Posted by bigwig992 on Wed, 19 Mar 2003 03:03:49 GMT

Dante made the stealth script with stealth zone generators with objects to destory the script. I know I'm going to "get thrown into a lake" for the suggestion, but, what if you walk up to the iron curtain, press the "activation" button, and it creates Daves Arrow somewhere on the map, (or some kind of useless bot in a remote area). This gets the script zone started up (like the stealth zone script). The bot or Daves Arrow, will be destoryed in lets say, 1 second. Now, if hte activation button is inside the the scriptzone (invicibility coded into it), then it should gain a red glare, and a invicibility script (like, the fall_no damage one). I'm not sure if I fully understand Dante's stealth script, but after you go into the stealth zone, if its possible to keep the stealth with you (ex. 30 seconds after you leave the zone). If you CAN do that, than whats the problem with making a fully funtional iron curtain?

->Button Pressed
->bot made
->zone activated
->unit inside script zone gains red glare/invincibility (last for 30 seconds)
->bot dies from a timer script(1 second)
->"Invicibility Generator Script" deactivates.
->Create some kind of "reload" time for the Iron Curtain.

If this wont work, please explain what part wont work?