Subject: Is this possible?
Posted by **BlazeDragoon** on Mon, 30 May 2005 00:27:37 GMT
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I was wondering if it was possible to make a tank that generates its own stealth zone around it and stealths other tanks and such.I know you can make an area that does it, but is it possible to make an area that follows the tank or such?If there is a way to do it and you have an idea on how,please give me a little walk thought if possible thanks.

Subject: Is this possible?
Posted by **Oblivion165** on Mon, 30 May 2005 01:18:38 GMT
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You can probably use that JFW_Stealth_Zone script for that, probably work.

Subject: Is this possible?
Posted by **flyingfox** on Mon, 30 May 2005 01:44:41 GMT
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Can buildings me stealthed too? I was just thinking you could spawn a tank that couldn't be moved, didn't take from the vehicle limit and was positioned manually on the map... it could act as a stealth generator for part of the base. Bit pointless though because people know where all the buildings are, but it could stealth other vehicles and infantry (by giving them that stealth suit when they enter the zone)

Subject: Is this possible?
Posted by **BlazeDragoon** on Mon, 30 May 2005 02:02:45 GMT
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Yea oblivion I was looking at the TDA stealth zone stuff for that but how would i adjust it to like..how big of an area it stealths or such,because i dont want to big of an area and i want the zone to move with the tank.

Subject: Is this possible?
Posted by **idebo** on Mon, 30 May 2005 05:53:43 GMT
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This was the basic idea for the Mobile Gap Generator in Renalert... but they scrapped that one...

Subject: Is this possible?

Posted by BlazeDragoon on Mon, 30 May 2005 07:21:41 GMT
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Yea kind of the same idea...I'm trying to do it but can't seem to get it working...trying though,if anyone has any idea's/tips lemme know.

Subject: Is this possible?
Posted by Naamloos on Mon, 30 May 2005 12:41:43 GMT
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flyingfoxCan buildings me stealthed too?

I think not.

Buildings are part of the terrain and that is impossable to edit during the game (i heard).

Subject: Is this possible?
Posted by jonwil on Mon, 30 May 2005 12:58:30 GMT
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You cant make buildings stealth.
As for what you want with generator, look at JFW_Stealthable_Object in the readme file, it (along with something on the vehicle to do the stealthing) should do what you want.
You will need scripts.dll 2.1.2 to get that script though

Subject: Is this possible?
Posted by WNxCABAL on Mon, 30 May 2005 18:59:47 GMT
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There is a way to get stealthable buildings, but it would require adding alot of scripts and the buildings wouldn't be added to the terrain via gmax.

-You simply get a w3d file for each building. So I could have GDIWF.w3d, NodAIR.w3d, etc..

-Add them to the Vehicle presets.

-When adding to the terrain (by pressing make) the proxy which is inside the building would create the interior.

-Follow this tutorial http://renhelp.co.uk/?tut=30
Rather than adding the script to the ScriptZone, add it to the building.

The only problem is that when the building is destroyed, the building would disappear.
I'm not 100% sure on which script to use, but it would create another object upon death. You just

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simply create a damaged model which wouldn't be destroyable ingame to simply replace the full health version.

I have never actually done it, but I can see it working in some shape or form in my head.

Andy.

Subject: Is this possible?
Posted by BlazeDragoon on Mon, 30 May 2005 20:04:17 GMT
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Thanks for all the feedback:D,I'm gonna try and see what I can do later today.