
Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)

Posted by [Anonymous](#) on Sun, 08 Dec 2002 01:00:00 GMT

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I would also use the teleporter to implement a lag-free elevator. We all know how elevators lag in MP, so imagine having a pad that you step on to teleport upstairs, and upstairs you step on a pad to teleport back down. I also wanted something like this for my dimension rip mod, for traversing a dimensional gateway

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Posted by [Anonymous](#) on Sun, 08 Dec 2002 01:00:00 GMT

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pretty easy now, i will expand on the scripts more later, right now they are just test forms, but THEY WORK!!!!

Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)

Posted by [Anonymous](#) on Sun, 08 Dec 2002 01:01:00 GMT

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quote:Originally posted by Dante:yeplsn't a stealth cloak one of those nonworking powerups that are in the game, like the mobius suit etc? Would be cool to use the powerup model and with your script make it work

Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)

Posted by [Anonymous](#) on Sun, 08 Dec 2002 01:02:00 GMT

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actually, that is the plan, see new topic name

Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)

Posted by [Anonymous](#) on Sun, 08 Dec 2002 01:04:00 GMT

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Whoot! You da man!

Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)

Posted by [Anonymous](#) on Sun, 08 Dec 2002 01:05:00 GMT

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Hmmm lots of cool tactics. Buy stealth armor from PT or find it via weapon spawn. Press alt-fire to activate it (to keep from activating it accidentally), and have 60 seconds of stealth. Good for sneaking into a base or moving to a good sniper position etc.

Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)

Posted by [Anonymous](#) on Sun, 08 Dec 2002 01:13:00 GMT

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cool

Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)

Posted by [Anonymous](#) on Sun, 08 Dec 2002 01:15:00 GMT

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1337! Great work (as always)!

Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)

Posted by [Anonymous](#) on Sun, 08 Dec 2002 01:37:00 GMT

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I like it.....Imagine the possibilities....I presume that when you fire with say 50 seconds left, you would re-cloak?*Preofeesional Asassin for Hire*

Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)

Posted by [Anonymous](#) on Sun, 08 Dec 2002 01:42:00 GMT

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will stealth?Are you able to set this location onto a specific vehicle, with dimensions like width and height? What i'm heading towards is - would you be able to make a mobile cloak field generator?

Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)

Posted by [Anonymous](#) on Sun, 08 Dec 2002 02:03:00 GMT

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[QUOTE]Originally posted by DaveGMM:I like it.....Imagine the possibilities....I presume that when you fire with say 50 seconds left, you would re-cloak?*Preofeesional Asassin for Hire*/[QUOTE]Yes, it will recloak, just like a SBH does now

Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)

Posted by [Anonymous](#) on Sun, 08 Dec 2002 02:04:00 GMT

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where any vehicle/character enters, it will stealth? Are you able to set this location onto a specific vehicle, with dimensions like width and height? What i'm heading towards is - would you be able to make a mobile cloak field generator? 1. yes 2. looking into it 3. if 2 = yes, then yes, else no

Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)

Posted by [Anonymous](#) on Sun, 08 Dec 2002 04:58:00 GMT

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SWEEEEEEEEEEEEEEEEEEEEET!!!!

Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)

Posted by [Anonymous](#) on Sun, 08 Dec 2002 05:04:00 GMT

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Where can I get these scripts?

Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)

Posted by [Anonymous](#) on Sun, 08 Dec 2002 05:25:00 GMT

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Hum, you think it wold be possable to have a zone where u walk into it and u go invisable? Just trying to use my imagination.

Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)

Posted by [Anonymous](#) on Sun, 08 Dec 2002 07:23:00 GMT

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Cool! Dante, you just keep doing more and more stuff that we all never thought we'd see. Nice job, and I can't wait to see it implemented. Any plans in using the teleport script in the RA mod?

Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)

Posted by [Anonymous](#) on Sun, 08 Dec 2002 07:31:00 GMT

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Dante, since your scripts.dll will probally get dled a lot more then anyone else's, I have this small idea for a Telepad (Teleporter Pad). Basicly, when the player pokes an object it will teleport him to

the x and y of the given object ID and the z would be one of the parameters (the z would be added to the z of the object ID). This would allow making Teleportation Pads and being able to add "home" teleporters on maps so that you can have deployable teleporters that can teleport you back to base. Just a thought.

Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)
Posted by [Anonymous](#) on Sun, 08 Dec 2002 07:45:00 GMT
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what would happen if u run over powerup in a tank.. would tank go cloaked??

Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)
Posted by [Anonymous](#) on Sun, 08 Dec 2002 09:20:00 GMT
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Cool!!

Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)
Posted by [Anonymous](#) on Sun, 08 Dec 2002 10:59:00 GMT
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Can we say chronosphere for the RA1 mod?

Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)
Posted by [Anonymous](#) on Sun, 08 Dec 2002 11:13:00 GMT
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quote:Originally posted by Slicer238:Can we say chronosphere for the RA1 mod?I could still see GDI's building demolisiers teleporting inside buildings and blowing them up then just teleporting back Anyway, that's cool Dante. I can't wait to be a stealth tech/hotwire, lol

Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)
Posted by [Anonymous](#) on Sun, 08 Dec 2002 11:47:00 GMT
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you could make a cloak generator but the proplem would be buildings are part of the landscape. they might not be able to cloak... in the RA1 mod they could put the Moblie gap to use by making a small area around it cloak! that would be great!!!

Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)

Posted by [Anonymous](#) on Sun, 08 Dec 2002 12:53:00 GMT

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i have recently gotten two new scripts to work pretty freeking kewl, just imagine the possibilities
/* use this to enable/disable stealth effect (TEST!!!)TDA_Toggle_Stealth_Zone"no
parameters"*/
/* use this to teleport a unit to a desired location when they enter this zone
(TEST!!!)TDA_Teleport_ZoneLocation 'Vector location of where to be sent*/so.... what do you
think??? [December 08, 2002, 00:57: Message edited by: Dante]

Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)

Posted by [Anonymous](#) on Sun, 08 Dec 2002 12:57:00 GMT

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Hmmm sounds like it would be possible to create a powerup item, that when used gives you 60 seconds of stealth cloak?

Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)

Posted by [Anonymous](#) on Sun, 08 Dec 2002 12:59:00 GMT

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yep

Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)

Posted by [Anonymous](#) on Sun, 08 Dec 2002 13:36:00 GMT

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ok, here is what "can" be possible...Stealth-> i have not tried with anything other than vehicles and characters.... but you never know maybe tiles will work as well, but that would kill the beacons in levels.Teleport->Well, this is pretty limitless... NH, yes, that would work, as well as a lot of other options, just a matter of me sitting down and drawing out the script designs, but so far, that has helped me majorly keep the ideas coming, im VERY interested in making this a public dll, and see if i can get it out to as many ppl as possible, but.. what i WILL do is... this dll will be a part of my expansion pack, with will be patched, updated as needed etc... so, expect any script i make to be public.don't forget jonwil, he is also a major part of this, without him making a way to "insert" a dll between the game.exe and scripts.dll, none of this would have been possible.

Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)

Posted by [Anonymous](#) on Sun, 08 Dec 2002 15:14:00 GMT

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quote:Originally posted by Dante:Stealth-> i have not tried with anything other than vehicles and

characters.... but you never know maybe tiles will work as well, but that would kill the beacons in levels.Dante, can you elaborate on what you mean as far as "kill the beacons in levels" ?

Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)

Posted by [Anonymous](#) on Sun, 08 Dec 2002 15:18:00 GMT

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maybe he's saying stealth beacons?

Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)

Posted by [Anonymous](#) on Sun, 08 Dec 2002 15:45:00 GMT

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Here is an idea for the chronosphere:When the chronosphere is ready to be used to teleport people,The choronosphere opens upPeople go into the chronosphereThey choose a teleporter and jumps into one of them. Choronshpere closes up*note* The teleporter(s) has a set destination. I don't think you'll be able to choose where you want to go in a map. [December 08, 2002, 15:46: Message edited by: chompy]

Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)

Posted by [Anonymous](#) on Sun, 08 Dec 2002 17:35:00 GMT

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quote:Originally posted by chompy:Here is an idea for the chronosphere:When the chronosphere is ready to be used to teleport people,The choronosphere opens upPeople go into the chronosphereThey choose a teleporter and jumps into one of them. Choronshpere closes up*note* The teleporter(s) has a set destination. I don't think you'll be able to choose where you want to go in a map./me likes this idea

Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)

Posted by [Anonymous](#) on Sun, 08 Dec 2002 18:00:00 GMT

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quote:Originally posted by Blazer: quote:Originally posted by Dante:Stealth-> i have not tried with anything other than vehicles and characters.... but you never know maybe tiles will work as well, but that would kill the beacons in levels.Dante, can you elaborate on what you mean as far as "kill the beacons in levels" ?making a building a tile, makes beacons not end the game for some reason...

Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)

Posted by [Anonymous](#) on Mon, 09 Dec 2002 00:11:00 GMT

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So your saying we can make the Chronosphere work!

Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)

Posted by [Anonymous](#) on Mon, 09 Dec 2002 00:20:00 GMT

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Is it just me or have we seen a Renaissance in Renegade modding this weekend? I mean we have discovered how many new scripts? Just look at all the interesting threads we've had this weekend. This is a very interesting concept, I can't wait to see where it goes. I am not sure how it helps me but it sounds like RA mods can use it quite well.

Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)

Posted by [Anonymous](#) on Mon, 09 Dec 2002 01:04:00 GMT

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those would be good for a halo style map, the warp gates, and cloak. Like battle creek.

Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)

Posted by [Anonymous](#) on Mon, 09 Dec 2002 06:15:00 GMT

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infantry to a set location on the battlefield, but that would give the Allies a huge early advantage (harvy killing), besides, a smart Soviet would mine the destination site -The Chronosphere teleports Infantry to a random location on the battlefield (it chooses 1 out of, say, 20 locations.-A stealth suit would give GDI more chances to steal Nod's vehicles

Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)

Posted by [Anonymous](#) on Mon, 09 Dec 2002 08:37:00 GMT

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Hmmm, using some of the same code, would it be possible to make a script that can make a vehicle invulnerable? And can you make it so that when a weapon hits a player/vehicle, its applies a script to that player/vehicle? If so, could you make an "Iron Curtain" gun that when fired on a vehicle gives that vehicle invulnerability for some time? So many questions...Keep up the good work

Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)

Posted by [Anonymous](#) on Mon, 09 Dec 2002 09:29:00 GMT

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-The Chronosphere could teleport infantry to a set location on the battlefield, but that would give the Allies a huge early advantage (harvy killing), besides, a smart Soviet would mine the destination site -The Chronosphere teleports Infantry to a random location on the battlefield (it chooses 1 out of, say, 20 locations.-A stealth suit would give GDI more chances to steal Nod's vehicles 1. Cronosphere can't teleport infantry directly. in Red Alert 1 it killed any infantry you attempt to teleport. Even if they're in APC's and, I believe the chinook if you took over the soviets.2. No one would want to chronoshift if it randomly put you somewhere.Man: Lets go~teleports infront of flame turrets and tesla coil~Soviet Defense: ~zap~Man: ~dead~3. No, only way GDI could get stealth units was if they took over the Air strip, and possible needed to take over some other structors. [December 09, 2002, 09:38: Message edited by: generalfox]

Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)

Posted by [Anonymous](#) on Mon, 09 Dec 2002 11:28:00 GMT

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best invention since the wheel! -The Chronosphere could teleport infantry to a set location on the battlefield, but that would give the Allies a huge early advantage (harvy killing), besides, a smart Soviet would mine the destination site -The Chronosphere teleports Infantry to a random location on the battlefield (it chooses 1 out of, say, 20 locations.-A stealth suit would give GDI more chances to steal Nod's vehicles 1. Cronosphere can't teleport infantry directly. in Red Alert 1 it killed any infantry you attempt to teleport. Even if they're in APC's and, I believe the chinook if you took over the soviets.2. No one would want to chronoshift if it randomly put you somewhere.Man: Lets go~teleports infront of flame turrets and tesla coil~Soviet Defense: ~zap~Man: ~dead~3. No, only way GDI could get stealth units was if they took over the Air strip, and possible needed to take over some other structors.1. I forgot about the inf. thingie, but teleporting vehicles isn't that useful in Renegade I think...2. I mean make like 20 "teleport spots" on the map (outside the bases) and let the Chronosphere choose one of them. This will solve putting proxy mines on the spot if there was only one. (or wait there with a sniper or something)3. I'm talking about the stealth suit powerup that should give infantry 60 sec. of stealth.

Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)

Posted by [Anonymous](#) on Mon, 09 Dec 2002 14:28:00 GMT

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im trying to think of a way to use the teleport to use on the chrono miner... mabye there is a way to define when it is full... and tele back to a zone near the ref . do u think it would work?

Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)

Posted by [Anonymous](#) on Mon, 09 Dec 2002 15:35:00 GMT

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the items would be cool in ACK's DM maps =]

Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)

Posted by [Anonymous](#) on Wed, 11 Dec 2002 00:09:00 GMT

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I'm not well versed in the field of the RA1 chronosphere, but weren't ships the only things allowed to be teleported? And then for only a little while?

Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)

Posted by [Anonymous](#) on Sun, 15 Dec 2002 07:25:00 GMT

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Umm... no. Vehicles and ships.
