
Subject: looking for ideas on how to make a vehicle invisible to base defense
Posted by [jonwil](#) on Thu, 15 Mar 2007 14:12:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

I need to make certain vehicles invisible to base defenses (basically anything that uses Enemy_Seen) through scripting/engine calls whilst making them fully visible and shootable by players.

Does anyone have any ideas? Note that because of what this is for, I can't simply change the base defense scripts themselves.

Subject: Re: looking for ideas on how to make a vehicle invisible to base defense
Posted by [OWA](#) on Thu, 15 Mar 2007 15:18:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

jonwil wrote on Thu, 15 March 2007 14:12 I need to make certain vehicles invisible to base defenses (basically anything that uses Enemy_Seen) through scripting/engine calls whilst making them fully visible and shootable by players.

Does anyone have any ideas? Note that because of what this is for, I can't simply change the base defense scripts themselves.

What about the spy logic. Would the script for passing by base defences work for that?

Subject: Re: looking for ideas on how to make a vehicle invisible to base defense
Posted by [jamiejrg](#) on Thu, 15 Mar 2007 15:27:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

You mean like the spy crate in the black cell servers? That would work.

Subject: Re: looking for ideas on how to make a vehicle invisible to base defense
Posted by [Jerad2142](#) on Thu, 15 Mar 2007 16:24:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

One Winged Angel wrote on Thu, 15 March 2007 09:18 jonwil wrote on Thu, 15 March 2007 14:12 I need to make certain vehicles invisible to base defenses (basically anything that uses Enemy_Seen) through scripting/engine calls whilst making them fully visible and shootable by players.

Does anyone have any ideas? Note that because of what this is for, I can't simply change the base defense scripts themselves.

What about the spy logic. Would the script for passing by base defences work for that?

That's what he is changing.

Subject: Re: looking for ideas on how to make a vehicle invisible to base defense
Posted by [Jerad2142](#) on Thu, 15 Mar 2007 16:58:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

One Winged Angel wrote on Thu, 15 March 2007 09:18jonwil wrote on Thu, 15 March 2007 14:12I need to make certain vehicles invisible to base defenses (basically anything that uses Enemy_Seen) through scripting/engine calls whilst making them fully visible and shootable by players.

Does anyone have any ideas? Note that because of what this is for, I can't simply change the base defense scripts themselves.

What about the spy logic. Would the script for passing by base defences work for that?

He is working on the Base defenses for APB, so logically he is looking for alternate method.

Ah, it did not show my post and now it does, of course it did this after I retyped my reply.

Subject: Re: looking for ideas on how to make a vehicle invisible to base defense
Posted by [Jerad2142](#) on Thu, 15 Mar 2007 21:20:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

Oh nice now the first one shows up, when I checked to see if anyone else had posted my post was not even there, so I made a new post, now they both are visible.
