
Subject: Stealth Suit Drop...How???

Posted by [Spyder](#) on Sun, 25 Mar 2007 10:55:49 GMT

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

How do I set a stealth black hand to drop it's stealth suit? I tried everything that's said in the other threads, but it seems that i'm missing the drop script...

Also my server only drops armor and weapons but no stealth suit...Any new server scripts? Like scripts 3.1 for the winfds?

Subject: Re: Stealth Suit Drop...How???

Posted by [Spyder](#) on Sun, 25 Mar 2007 12:03:32 GMT

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

Some more stuff:

Now the stealth suit finally works...But when my sbh dies, it already picks up the stealth suit .
How can I change the spawn timer so it will only spawn 2 seconds after the sbh's death?

Subject: Re: Stealth Suit Drop...How???

Posted by [Zion](#) on Mon, 26 Mar 2007 09:43:00 GMT

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

nvm

Subject: Re: Stealth Suit Drop...How???

Posted by [Jerad2142](#) on Mon, 26 Mar 2007 16:28:07 GMT

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

Instead of the sbh dropping the stealth suit have him drop an invisible box with "SUR_Timed_Death" attached to it. Also attach the drop script to the invisible box, so after the timer expires the object will be destroyed and it will drop the stealth suit.

Subject: Re: Stealth Suit Drop...How???

Posted by [Zion](#) on Mon, 26 Mar 2007 17:19:09 GMT

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

Jerad Gray wrote on Mon, 26 March 2007 17:28 Instead of the sbh dropping the stealth suit have him drop an invisible box with "SUR_Timed_Death" attached to it. Also attach the drop script to the invisible box, so after the timer expires the object will be destroyed and it will drop the stealth suit.

Or a daves arrow.

Subject: Re: Stealth Suit Drop...How???
Posted by [AoBfrost](#) on Mon, 26 Mar 2007 18:04:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Not sure if this would work, but say sbh dies, he drops his gun, his gun also has the script for sbh suit like the sbh crate does? Might work.

Subject: Re: Stealth Suit Drop...How???
Posted by [Spyder](#) on Mon, 26 Mar 2007 18:06:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is confusing...How do I make an invisible box when I want to use the mod for my winFDS?

Subject: Re: Stealth Suit Drop...How???
Posted by [Jerad2142](#) on Mon, 26 Mar 2007 22:50:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

If its a mod it will be fine.

Subject: Re: Stealth Suit Drop...How???
Posted by [Zion](#) on Mon, 26 Mar 2007 22:55:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Merovingian wrote on Mon, 26 March 2007 18:19Jerad Gray wrote on Mon, 26 March 2007 17:28Instead of the sbh dropping the stealth suit have him drop an invisible box with "SUR_Timed_Death" attached to it. Also attach the drop script to the invisible box, so after the timer expires the object will be destroyed and it will drop the stealth suit.

Or a daves arrow.

Daves arrows are serversided.

Subject: Re: Stealth Suit Drop...How???
Posted by [Spyder](#) on Tue, 27 Mar 2007 06:29:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

What Daves Arrow should I use... I tried 3 of them, but all 3 make the server crash

Subject: Re: Stealth Suit Drop...How???
Posted by [Jerad2142](#) on Tue, 27 Mar 2007 17:45:59 GMT

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

Check if you named them correctly and make sure all the scripts are set up wright.

Subject: Re: Stealth Suit Drop...How???

Posted by [Spyder](#) on Tue, 27 Mar 2007 18:53:59 GMT

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

I fixed it...I attached the JFW_Spawn_Object_Death_Random to it...It works the same as the normal drop. The suit now spawns when the sbh is on the ground so he doesn't fall into it.
