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Subject: How to Create?

Posted by [Generalcamo](#) on Mon, 08 Nov 2010 21:58:24 GMT

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I need some help. I wish to do something extraordinary for renegade.

I wish to make a stealth effect for renegade that is similar to A Path Beyond's Stealth effect with shaders. However, I also want to make it so it isn't a disadvantage.

How do I make it so the stealth effect turns to "Water". (Makes everything behind it refract) And how do I make it turn white on Stealth and Unstealth?

How do I make it so it makes a blue line that moves slowly on a wireframe basis (Think wireframe stealth)? And not make the screen turn black?

How do I do this without tripping any anti cheat programs if possible?

If this is possible, I would love it to be included in Scripts 4.0. Bear in mind that this effect will be released to the public.

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Subject: Re: How to Create?

Posted by [saberhawk](#) on Mon, 08 Nov 2010 22:31:09 GMT

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Generalcamo wrote on Mon, 08 November 2010 16:58

If this is possible, I would love it to be included in Scripts 4.0. Bear in mind that this effect will be released to the public.

Don't bother. 4.0 already has a mostly fixed and definitely improved version of that effect. The only issues remaining are related to the draw order of objects causing refraction into things that shouldn't be refracted from (like blue hell) and a slight optimization for when many non-overlapping objects using this effect are on screen at the same time.

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