
Subject: GDI, Nod & Unteamed Stealth Generators
Posted by [Halo38](#) on Sun, 13 Apr 2003 16:18:42 GMT
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They arn't finished yet, still need quite a bit of work. suggestions on changes to be made or/and other possible designs welcome, as ill be realeasing them for your use

Subject: GDI, Nod & Unteamed Stealth Generators
Posted by [Dante](#) on Sun, 13 Apr 2003 16:22:29 GMT
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one comment, make the "stealth effect ball" just a cunt hair bigger than th e sphere on the top, looks kinda wierd with the stealth in a defined sphere like that...

Subject: GDI, Nod & Unteamed Stealth Generators
Posted by [Halo38](#) on Sun, 13 Apr 2003 16:25:00 GMT
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hmmm yeh that would look good, cheers

Edit: it's not the stealth effect it's...rep^arclight.tga
was thinking of some sort of control console to go on it too....

FYI: the effect funnels out of the top of the ball travels down the outside and funnels back in to the bottom of the sphere. looks seamless where the join is

Subject: GDI, Nod & Unteamed Stealth Generators
Posted by [General Havoc](#) on Sun, 13 Apr 2003 16:28:41 GMT
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I think they are looking good at the moment. Are these going to have a function in game?

_General Havoc

Subject: GDI, Nod & Unteamed Stealth Generators
Posted by [Halo38](#) on Sun, 13 Apr 2003 16:34:52 GMT
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Think of them as place markers for the moment stick them in the middle of the script zone.

I read the tutorial that you could link the script to objects and when that object was destroyed the zone would not function (right so far?)

I could set them up that way but that may take the fun out of the use of the zone if some git decides he doesn't like them and destroys them at the beginning of the game

Still open to ideas.....

Subject: GDI, Nod & Unteamed Stealth Generators
Posted by [General Havoc](#) on Sun, 13 Apr 2003 16:41:27 GMT
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Yeah your correct in saying you can attach the script to the object. But you could make them have a high heealth and armour setting and also team specific so only the enemy can kill them. I think it should be good though.

_General Havoc

Subject: GDI, Nod & Unteamed Stealth Generators
Posted by [Halo38](#) on Sun, 13 Apr 2003 16:53:30 GMT
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General HavocYeah your correct in saying you can attach the script to the object. But you could make them have a high heealth and armour setting and also team specific so only the enemy can kill them. I think it should be good though.

_General Havoc

They would have to give 0 points when hit (maybe some when destroyed) i will not have them becoming the new campers target of choice!

I'll have to do a spot of research on how to set them up i tried with some building destruction animation for my new DM but no glory

Subject: GDI, Nod & Unteamed Stealth Generators
Posted by [Titan1x77](#) on Sun, 13 Apr 2003 16:58:24 GMT
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would you be able to repair them as well?

Subject: GDI, Nod & Unteamed Stealth Generators
Posted by [Halo38](#) on Sun, 13 Apr 2003 17:17:24 GMT

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Titan1x77would you be able to repair them as well?

Yup

Subject: GDI, Nod & Unteamed Stealth Generators
Posted by [adeptis](#) on Sun, 13 Apr 2003 21:14:53 GMT
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would that give u points? to repair

Subject: GDI, Nod & Unteamed Stealth Generators
Posted by [Halo38](#) on Sun, 13 Apr 2003 21:39:10 GMT
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adeptiswould that give u points? to repair

hmmmm don't know i would of thought that when you repair the script/code would be to grant the player the number of points or 2/3s or what ever it is to the player repairing

So if the damage is 0 points you would get 0 or 2/3 of 0 for repairing.....

Subject: GDI, Nod & Unteamed Stealth Generators
Posted by [Deafwasp](#) on Sun, 13 Apr 2003 23:03:59 GMT
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I am making some good stealth generators.

Subject: GDI, Nod & Unteamed Stealth Generators
Posted by [Halo38](#) on Sun, 13 Apr 2003 23:05:56 GMT
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Deafwaspl am making some good stealth generators.

:rolleyes:

Edit: *Cough Cough* Learn to read *Cought* it's says in the first post
they still need quite a bit of work nice how you support your super generators with some pics
:rolleyes:

Subject: GDI, Nod & Unteamed Stealth Generators
Posted by [General Havoc](#) on Sun, 13 Apr 2003 23:07:16 GMT
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You could make a minefield with barbed wire and stuff inaround it and mines on the ground. Then you could use JW's script that allows mine expolsions to be created when you enter it. It could be a shortcut to the enemy but you risk damage to cross it.

_General Havoc

Subject: GDI, Nod & Unteamed Stealth Generators
Posted by [Halo38](#) on Sun, 13 Apr 2003 23:11:55 GMT
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Nice idea, sort of a replacement for the tib fields

Subject: GDI, Nod & Unteamed Stealth Generators
Posted by [maytridy](#) on Mon, 14 Apr 2003 22:03:50 GMT
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Great job, keep up the good work, Halo.

Subject: GDI, Nod & Unteamed Stealth Generators
Posted by [Deafwasp](#) on Mon, 14 Apr 2003 22:21:29 GMT
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Halo38Nice idea, sort of a replacement for the tib fields

Is it me or is DW's attitude changing for the worse :rolleyes: (changed ever since he released camdodia) i'm losing respect for him, shame.

It's a certin someones influence on me. But I decided to go back to the old me.

Subject: GDI, Nod & Unteamed Stealth Generators
Posted by [Halo38](#) on Mon, 14 Apr 2003 22:33:44 GMT
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bump

Subject: GDI, Nod & Unteamed Stealth Generators

Posted by [Halo38](#) on Mon, 14 Apr 2003 22:35:52 GMT

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DeafwaspHalo38Nice idea, sort of a replacement for the tib fields

It's a certin someones influence on me. But I decided to go back to the old me.

Ignor that thats an old post, as far as i'm concerned. i'll edit it actually

Maytridy you sure are making up for lost time, is that 10-15 comments i see in the last post box

Subject: GDI, Nod & Unteamed Stealth Generators

Posted by [maytridy](#) on Mon, 14 Apr 2003 22:59:57 GMT

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Haha, when i come back, you'll know it!

Subject: GDI, Nod & Unteamed Stealth Generators

Posted by [Madtone](#) on Tue, 15 Apr 2003 03:21:56 GMT

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hey halo, i think i have a stealth generator model i made ages ago, i will tyr and find it and upload it for ya to have a peak at...

****EDIT****

if i can find it, would you mind texturing it for me??

Subject: GDI, Nod & Unteamed Stealth Generators

Posted by [Madtone](#) on Tue, 15 Apr 2003 03:44:02 GMT

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sorry, i couldn't find my original one, i could only find my portable stealth generator model.

but this can be converted easily, just put a stand on it or mount it on something??

hehe, well heres the link to the 2 renders

<http://modx.renevo.com/showthread.php?s=&postid=433#post433>

Subject: GDI, Nod & Unteamed Stealth Generators
Posted by [Halo38](#) on Tue, 15 Apr 2003 12:35:54 GMT
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sooo detailed i could see the FPS dropping when you look at this in game

Edit: let me know if you find it. I'm guessing you done it in 3DS?

Edit 2: do you mind if i have a go at revamping my S gens to use 'some' of the concepts of your idea???

Subject: GDI, Nod & Unteamed Stealth Generators
Posted by [Madtone](#) on Wed, 16 Apr 2003 02:02:33 GMT
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ok, i will upload the .3DS of it for ya, maybe you could test it for FPS performance, mainly due to me not having any time to this stuff at home, lol thats why i make all these models at work.

Sure you can use some concept off mine, you can take parts of the model to use as you wish too.... im gonna go upload it in a few mins to feel free, but please credit me!

Subject: GDI, Nod & Unteamed Stealth Generators
Posted by [Rich\[HN\]](#) on Wed, 16 Apr 2003 09:15:46 GMT
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They look good Halo! Want are they job, turning a Med Tank into a stealth med tank

Subject: GDI, Nod & Unteamed Stealth Generators
Posted by [Halo38](#) on Wed, 16 Apr 2003 13:01:49 GMT
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Madtoneok, i will upload the .3DS of it for ya, maybe you could test it for FPS performance, mainly due to me not having any time to this stuff at home, lol thats why i make all these models at work.

Sure you can use some concept off mine, you can take parts of the model to use as you wish too.... im gonna go upload it in a few mins to feel free, but please credit me!

You make a hell of a lot a work, do you actually DO anywork at work

Subject: GDI, Nod & Unteamed Stealth Generators
Posted by [Madtone](#) on Wed, 16 Apr 2003 22:18:25 GMT
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Halo38You make a hell of a lot a work, do you actually DO anywork at work

Lol, funny you should say that, cause i don't!

im on this current project with a project budget of \$30,000, and im just taking my time!! lol.

i do more work at home than i do at work? im a strange person.
