
Subject: Revamped Stealth Generators
Posted by [Halo38](#) on Thu, 08 May 2003 12:32:24 GMT
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Revamped Stealth Generators taking a few concepts from TS and Madtone, cheers to Mad and Dante for the inspiration!

Subject: Revamped Stealth Generators
Posted by [Beanyhead](#) on Thu, 08 May 2003 19:27:29 GMT
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VERY nice...

Subject: Revamped Stealth Generators
Posted by [Skier222](#) on Thu, 08 May 2003 21:12:56 GMT
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i dont get what it does. does it turn u to a stelth or somthin? ive never heard of somethin like that before.

Subject: Revamped Stealth Generators
Posted by [mike9292](#) on Thu, 08 May 2003 22:02:17 GMT
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it turns everything around it thats on the same team stealth they had them in C&C TS Firestorm

Subject: Revamped Stealth Generators
Posted by [Halo38](#) on Fri, 09 May 2003 13:21:16 GMT
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This is just a model you need to setup the script zone and center it around the model this is a sort of location identifier. so you know a zone is there but not of how big the zone is or what is being stealthed inside it hahaaha

Subject: Revamped Stealth Generators
Posted by [Majiin Vegeta](#) on Fri, 09 May 2003 13:29:38 GMT
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Halo38This is just a model you need to setup the script zone and center it around the model this is a sort of location identifier. so you know a zone is there but not of how big the zone is or what is being stealthed inside it hahaaha

sounds kewl

like to see this on sum maps

do you uncloak if you shoot while in the zone?

Subject: Revamped Stealth Generators

Posted by [Halo38](#) on Fri, 09 May 2003 14:06:03 GMT

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Majiin VegetaHalo38This is just a model you need to setup the script zone and center it around the model this is a sort of location identifier. so you know a zone is there but not of how big the zone is or what is being stealthed inside it hahaaha

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I would think so, I assume the zone works like if you had the SBH stealth suit on. general havoc has tested it and he can confirm the exact details.

Subject: Revamped Stealth Generators

Posted by [Blazer](#) on Fri, 09 May 2003 17:44:33 GMT

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Is the generator itself always visible, and I assume if the enemy destroys it, everything in its zone decloaks.

I imagine stealth zones would be havens for snipers

Subject: Revamped Stealth Generators

Posted by [General Havoc](#) on Fri, 09 May 2003 18:05:19 GMT

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If halo releases them, they are really simple to set up. I have a tutorial at <http://generalhavoc.port5.com/tutorials/sbhgen.htm> basically you just replace the Daves Arrow i used with the stealth generator model. The model should be added as an object not a tile as tiles are not "pokeable" meaning they can't be destroyed. Also you cannot attach scripts to a tile.

_General Havoc

Subject: Revamped Stealth Generators
Posted by [Halo38](#) on Fri, 09 May 2003 18:20:58 GMT
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BlazerIs the generator itself always visible, and I assume if the enemy destroys it, everything in its zone decloaks.

I imagine stealth zones would be havens for snipers

Yes the generator is always visible, They can be setup to be destroyed and the zone deactivates.

True, if I were a sniper i'd be in a stealth zone, some thought needs to be considered when placing them, but think of this..... they would be perfect for hourglass if placed in the base, when nod wants to build up a flame tank rush and keep them a secret, without having one guy constantly shouting "get behind the hand!! get behind it now!!"

Subject: Revamped Stealth Generators
Posted by [Halo38](#) on Fri, 09 May 2003 18:22:30 GMT
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General HavocIf halo releases them

halo will

he just wants to touch them up and get them looking all nice, you know.

Subject: Revamped Stealth Generators
Posted by [Skier222](#) on Fri, 09 May 2003 20:17:46 GMT
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oh ok, sounds very cool . i cant wait till it comes into effect

Subject: Revamped Stealth Generators
Posted by [General Havoc](#) on Fri, 09 May 2003 20:28:17 GMT
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BTW Halo (or Snipefrag) you can use <http://generalhavoc.port5.com/tutorials/halo.htm> in your signature for now as the DNS is screwed up. I should be able to sort it out but the actual site is still functional, just the DNS. <http://www.renhelp.info> is located at <http://generalhavoc.port5.com> for

the moment. All the tutorials are still there and the site is fully functional.

_General Havoc

Subject: Revamped Stealth Generators
Posted by [Slicer_238](#) on Sat, 10 May 2003 02:59:53 GMT
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I smell something close to a PS AMS, all you need to do is make it a spawn point with pt's and it would almost mimic it completely cept that it is not mobile.

Subject: Revamped Stealth Generators
Posted by [Majiin Vegeta](#) on Sat, 10 May 2003 10:51:58 GMT
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1 mire thing....are empty tanks invisble...would be good to hide the empty ones

Subject: Revamped Stealth Generators
Posted by [Halo38](#) on Sun, 11 May 2003 14:55:35 GMT
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Majiin Vegeta1 mire thing....are empty tanks invisble...would be good to hide the empty ones

i have no idea?????? Havoc?

Subject: Revamped Stealth Generators
Posted by [Skier222](#) on Mon, 12 May 2003 10:26:48 GMT
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why would u want the vehilces to turn invisible when there empty? if they turned invisible u would not be be able to find then. Unless they do the like team invible, where its fully cloaked for the other team and pnyl parcial for ur team.

Subject: Revamped Stealth Generators
Posted by [Majiin Vegeta](#) on Mon, 12 May 2003 12:41:42 GMT
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Skier222why would u want the vehilces to turn invisible when there empty? if they turned invisible u would not be be able to find then. Unless they do the like team invible, where its fully cloaked for the other team and pnyl parcial for ur team.

weell why would the stealth generators make it invisible to your team aswell

i need a smilie that slaps another smilie .

Subject: Revamped Stealth Generators

Posted by [maytridy](#) on Mon, 12 May 2003 19:14:33 GMT

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lol, they have em' around.....
