
Subject: Stealth Generators

Posted by [Halo38](#) on Sat, 30 Aug 2003 15:12:47 GMT

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Finally got round to finishing them..

<http://laeubi.laeubi-soft.de/index.php?go=halo&sub=modfiles&tl=5>

Bear with the layout i'm going to get it so new files are placed at the top..... (so look at the bottom link)

Thanks for the section laeubi! no more hosting problems

Subject: Stealth Generators

Posted by [General Havoc](#) on Sat, 30 Aug 2003 15:51:37 GMT

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Here is the tutorial that you can follow to make the stealth generator zones.

http://www.renhelp.co.uk/Tutorials/TUT_Stealthzone After reading it you will know how to setup the zones. You should use the stealth generator object that halo38 made instead of the daves arrow. Once you destroy the stealth generator the zones won't work anymore.

Subject: Stealth Generators

Posted by [Skier222](#) on Sat, 30 Aug 2003 15:55:14 GMT

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looks good, are those models for any1 to use?

Subject: Stealth Generators

Posted by [Halo38](#) on Sat, 30 Aug 2003 16:30:49 GMT

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Yes they are.

Um i'm not sure they are set up right to be destroyable..... or is that all done in level edit.
:tellme: :tellme: :tellme:

Subject: Stealth Generators

Posted by [Laser2150](#) on Sun, 31 Aug 2003 22:04:25 GMT

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There kinda funny looking, i think you should try making them shorter or something. I like what you did with the sphere in the middle.

Subject: Stealth Generators
Posted by [Jaspah](#) on Sun, 31 Aug 2003 22:31:42 GMT
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Very nice!

I love your models!

OT: But could you make one of the Teleporters as seen in Duel Arena with a door?

Subject: Stealth Generators
Posted by [maytridy](#) on Sun, 31 Aug 2003 23:20:36 GMT
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I really like the model, nice idea.

Subject: Stealth Generators
Posted by [snipefrag](#) on Mon, 01 Sep 2003 00:22:55 GMT
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j4S[p]

OT: But could you make one of the Teleporters as seen in Duel Arena with a door?

The Spawn tubes in Duel Arena are based on a previous Teleporter Halo made as i am sure you are well aware, after a few problems with the teeporter script (which i now believe to be resolved) he decided to find another use for them hence the creation of these spawn tubes. He added the door and If you watch them as they open he has also done some very kool animation on the locks which i like .

The only thing that defines wether the tube is a teleporter or a Spawn tube is the script area inside it, it could be a normal troop spawn from leveledit or a script zone made by Dante.

Edit: At least Halo's spawn doors dont get bugged like in PS... but i guess thats a server problem not a design prob...

Subject: Stealth Generators
Posted by [Jaspah](#) on Mon, 01 Sep 2003 02:33:51 GMT
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Me can't model though...

OT: Oh yeah, Stuck in a spawn Tube, Hate that.

Subject: Stealth Generators

Posted by [Vitaminous](#) on Mon, 01 Sep 2003 14:24:25 GMT

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Nice work!
