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Subject: is there a way use the stealth gen script on a building con.

Posted by [RENBOb](#) on Fri, 12 Dec 2003 21:46:08 GMT

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is there a way use the stealth gen script on a building controller can some tell me

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Subject: is there a way use the stealth gen script on a building con.

Posted by [General Havoc](#) on Fri, 12 Dec 2003 23:21:36 GMT

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what? to make the stealth zone get destroyed when the building is or make the building stealth?

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Subject: i mean

Posted by [RENBOb](#) on Sat, 13 Dec 2003 01:12:53 GMT

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when the building get destroyed the stealth zone is turn off

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Subject: is there a way use the stealth gen script on a building con.

Posted by [General Havoc](#) on Sat, 13 Dec 2003 13:56:49 GMT

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Follow my tutorial at <http://renhelp.co.uk/?tut=30> and use the building controller instead of the "Daves Arrow" I do mention how to do it in there too.

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Subject: THANKS

Posted by [RENBOb](#) on Sat, 13 Dec 2003 15:42:04 GMT

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