Subject: Re: looking for ideas on how to make a vehicle invisible to base defense
Posted by Jerad2142 on Thu, 15 Mar 2007 16:24:51 GMT

One Winged Angel wrote on Thu, 15 March 2007 09:18jonwil wrote on Thu, 15 March 2007 14:12I need to make certain vehicles invisible to base defenses (basically anything that uses Enemy_Seen) through scripting/engine calls whilst making them fully visible and shootable by players.

Does anyone have any ideas? Note that because of what this is for, I can't simply change the base defense scripts themselves.

What about the spy logic. Would the script for passing by base defences work for that?

That's what he is changing.