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Subject: How to Create?

Posted by [Generalcamo](#) on Mon, 08 Nov 2010 21:58:24 GMT

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I need some help. I wish to do something extraordinary for renegade.

I wish to make a stealth effect for renegade that is similar to A Path Beyond's Stealth effect with shaders. However, I also want to make it so it isn't a disadvantage.

How do I make it so the stealth effect turns to "Water". (Makes everything behind it refract) And how do I make it turn white on Stealth and Unstealth?

How do I make it so it makes a blue line that moves slowly on a wireframe basis (Think wireframe stealth)? And not make the screen turn black?

How do I do this without tripping any anti cheat programs if possible?

If this is possible, I would love it to be included in Scripts 4.0. Bear in mind that this effect will be released to the public.

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