Subject: Need a stealth solution
Posted by E! on Sat, 24 Oct 2009 07:41:51 GMT
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Hello everybody.
After i finally found an acceptable way to make more realistic planes i got a problem with my stealth bomber. because you have to shoot to fly it's never stealthed so it is not what it's supposed to be. so i changed the model when a player is inside to an invisible model which works so far but now you can't see where you're flying to. even to create any helper object to mark the position for the player to be able to steer won't work because these objects would be seen by any other player too. i'm running out of ideas now and hope that anybody out there might be able to help me finding an (acceptable) solution for this problem.
thanks in advance

Subject: Re: Need a stealth solution
Posted by Gen_Blacky on Sat, 24 Oct 2009 15:46:54 GMT
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check is stealth in level edit in the vehicle preset

Subject: Re: Need a stealth solution
Posted by E! on Sat, 24 Oct 2009 16:03:41 GMT
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of course it is but it don't work because stealth-ed things un-stealth when firing and i have to fire to move...

Subject: Re: Need a stealth solution
Posted by Spyder on Sat, 24 Oct 2009 20:29:38 GMT
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E! wrote on Sat, 24 October 2009 18:03of course it is but it don't work because stealth-ed things un-stealth when firing and i have to fire to move...

Have you defined this "vehicle" as a VTOL object?

Subject: Re: Need a stealth solution
Posted by Omar007 on Sat, 24 Oct 2009 21:49:13 GMT
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I would suggest maybe try another key for flying

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afaik you cant bypass the unstealth on fire without extra coding and even with coding idk if/how it's possible

EDIT: Mouse to fly is pretty nice. Maybe MMouse or RMouse as alternative??

Subject: Re: Need a stealth solution
Posted by GEORGE ZIMMER on Sat, 24 Oct 2009 22:13:53 GMT
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Another way is to maybe have it not actually use traditional weapons to bomb shit. It could perhaps spawn the projectile of your choice via scripts and hitting a specific button (like Q).

Subject: Re: Need a stealth solution
Posted by cnc95fan on Sat, 24 Oct 2009 22:17:56 GMT
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GEORGE ZIMMER wrote on Sat, 24 October 2009 17:13Another way is to maybe have it not actually use traditional weapons to bomb shit. It could perhaps spawn the projectile of your choice via scripts and hitting a specific button (like Q).
Renegade still assumes it's firing a projectile don't forget, he's clicking the "fire" button to move, the actual projectile from the object is fired using a different button like you suggested

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Subject: Re: Need a stealth solution
Posted by GEORGE ZIMMER on Sat, 24 Oct 2009 22:44:33 GMT
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cnc95fan wrote on Sat, 24 October 2009 17:17GEORGE ZIMMER wrote on Sat, 24 October 2009 17:13Another way is to maybe have it not actually use traditional weapons to bomb shit. It could perhaps spawn the projectile of your choice via scripts and hitting a specific button (like Q).
Renegade still assumes it's firing a projectile don't forget, he's clicking the "fire" button to move, the actual projectile from the object is fired using a different button like you suggested
Oh, I dunno then. Would probably need to specially script it...

Subject: Re: Need a stealth solution
Posted by E! on Sun, 25 Oct 2009 11:55:10 GMT
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if it could be done by a script sure but how? the script already handles launching missiles and it also replaces the "visible" model of it but with nothing visible it is impossible to fly so i got no clue what i can do (by scripts or not) to find a working solution. that's why i wrote here...