Subject: Iron Curtain suggestion?
Posted by bigwig992 on Wed, 19 Mar 2003 03:03:49 GMT

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Dante made the stealth script with stealth zone generators with objects to destory the script. I know I'm going to "get thrown into a lake" for the suggestion, but, what if you walk up to the iron curtain, press the "activation" button, and it creates Daves Arrow somewhere on the map, (or some kind of useless bot in a remote area). This gets the script zone started up (like the stealth zone script). The bot or Daves Arrow, will be destoryed in lets say, 1 second. Now, if hte activation button is inside the the scriptzone (invicibility coded into it), then it should gain a red glare, and a invicibility script (like, the fall_no damage one). I'm not sure if I fully understand Dante's stealth script, but after you go into the stealth zone, if its possible to keep the stealth with you (ex. 30 seconds after you leave the zone). If you CAN do that, than whats the problem with making a fully funtional iron curtain?

->Button Pressed
->bot made
->zone activated
->unit inside script zone gains red glare/invincibility (last for 30 seconds)
->bot dies from a timer script(1 second)
->"Invicibility Generator Script" deactivates.
->Create some kind of "reload" time for the Iron Curtain.

If this wont work, please explain what part wont work?

Subject: Iron Curtain suggestion?
Posted by Blazer on Wed, 19 Mar 2003 03:19:45 GMT

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You are only stealth while INSIDE the zone.

Subject: Iron Curtain suggestion?
Posted by Havoc 89 on Wed, 19 Mar 2003 03:46:50 GMT

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the iron curtain... well i would say that make a zone covering the entire map. then the Iron curtain chargers for 5 mins then activates for a few seconds like 10-30 secs that would be cool. but it only works for the selected team... that will be a perfect iron curtain script.

Subject: Iron Curtain suggestion?
Posted by Deafwasp on Wed, 19 Mar 2003 04:06:58 GMT

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no, if whole map was iron curtined than all of your enemies could get curtained, thus giving them

all a chance to walk right into your base. How much suck would that be? 7 guys walking into your base and putting 7 beacons down. And you can be shooting them in the head while there doing it with no effect.

Subject: Iron Curtain suggestion?
Posted by Sir Phoenixx on Wed, 19 Mar 2003 12:30:30 GMT
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Deafwaspno, if whole map was iron curtined than all of your enemies could get curtained, thus giving them all a chance to walk right into your base. How much suck would that be? 7 guys walking into your base and putting 7 beacons down. And you can be shooting them in the head while there doing it with no effect.

Actually read before responding. :rolleyes:

He said if the whole map was Iron Curtained, only your team members would be invulnerable.

Subject: Iron Curtain suggestion?
Posted by General Havoc on Wed, 19 Mar 2003 17:38:30 GMT
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Not quite sure what your trying to do but here is some info on Dantes scripts:

TDA_Toggle_Stealth_Zone can be setup to work in 3 ways, Stealth whilst in the zone, stealth when enter the zone (it will stay when you exit) and remove stealth when you exit (stealth when you exit from beigh cloaked using the previous script). Also each of these are team independant meaning they can be used for Nod, GDI, or Unteamed (both).

TDA_Stealth_Armour will turn a unit stealth that picks it up for a set amount of time. It will decloak after the timer expires, it can be attached to any pickup (as far as i have tested). This scripts is not team independant.

TDA_Stealth_Generator is used with the script below to make a zone stealth. This zone can be attached to a building or any object and will disable the stealth zone when the attached object is destroyed.

TDA_Stealth_Generator_Zone is always attached to a scriptzone that you want the objects entering to be turned stealth. This zone is only active when the script above is triggering it.

The last two scripts sound the most useful for what you want to do but you may need other things.

_General Havoc