
Subject: Revamped Stealth Generators

Posted by [General Havoc](#) on Fri, 09 May 2003 18:05:19 GMT

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If halo releases them, they are really simple to set up. I have a tutorial at <http://generalhavoc.port5.com/tutorials/sbhgen.htm> basically you just replace the Daves Arrow i used with the stealth generator model. The model should be added as an object not a tile as tiles are not "pokeable" meaning they can't be destroyed. Also you cannot attach scripts to a tile.

_General Havoc
