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Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects  
Posted by [Oblivion165](#) on Tue, 27 Jun 2006 03:44:50 GMT

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NeoSaber wrote on Mon, 26 June 2006 22:26Oblivion165 wrote on Mon, 26 June 2006 05:18Oh yes, how could we possible think that scriptzones that enable fog could exist! Oh magical man, please show us what else you can do with your fire stick and cloacking enabled on a model.

If you think scriptzones can have a spherical area of effect that moves with a vehicle, go ahead and try.

You dont make it spherical, you use aliased script zones to create the effect.

Move your box out a distance, create an axis point of zero on your proxy box, and just 360 clones all around, done. It doesnt require "brining down" the walls of basic renegade modding.

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