Subject: Re: Stealth harvesters
Posted by c0vert7 on Sat, 04 Aug 2007 00:45:42 GMT
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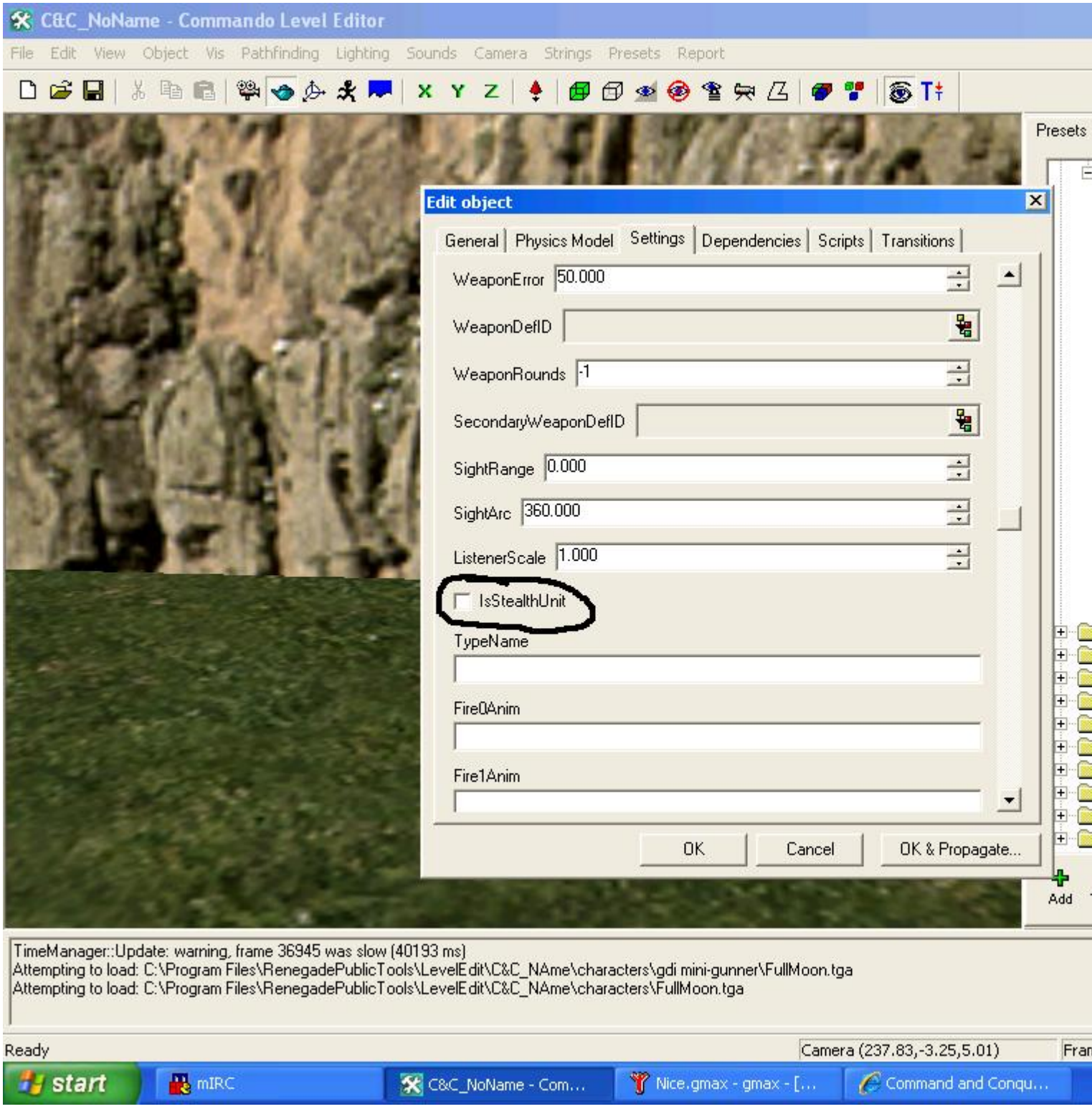
Just check the "Is StealthUnit" under the harvester settings.

BTW Stealth_Armour is a powerup that turns your character stealth when you pick it up. Not to turn a vehicle or anything stealth by adding it.

Heres a pic to help you.

File Attachments

1) GDS.JPG, downloaded 831 times


C&C_NoName - Commando Level Editor
File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report
Presets
Edit object
General Physics Model Settings Dependencies Scripts Transitions
WeaponError 50.000
WeaponDefID
WeaponRounds -1
SecondaryWeaponDefID
SightRange 0.000
SightArc 360.000
ListenerScale 1.000
IsStealthUnit
TypeName
Fire0Anim
Fire1Anim
OK
Cancel
OK & Propagate...
Add
TimeManager::Update: warning, frame 36945 was slow (40193 ms)
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\C&C_NAme\characters\gdi mini-gunner\FullMoon.tga
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\C&C_NAme\characters\FullMoon.tga
Ready
Camera (237.83,-3.25,5.01)
start
mIRC
C&C_NoName - Com...
Nice.gmax - gmax - [...
Command and Conqu...