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Subject: scripts.dll 1.5

Posted by [\[REHT\]Spirit](#) on Sat, 21 Feb 2004 02:34:12 GMT

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Simplest way is to set up a zone that acts like "If XXX object is alive and XXX object that entered is XXX preset then yell at the top of our virtual lungs "DANGER! ALERT! STEALTH UNIT DETECTED! DANGER! ALERT!"

If you have stealth powerups, you can use a system through the customs where the zone and the object entering communicate with eachother, and if xxx value in the object is 1, it tells the zone it's stealthed. That way stealth powerups and zones can send whatever value in a custom, thus flipping a value to 1 or 0 in the object.

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