Subject: TDA_Stealth_Armor
Posted by SomeRhino on Tue, 23 Sep 2003 02:13:15 GMT
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Has anyone gotten Dante's TDA_Stealth_Armor script to work properly as a powerup? I've been trying for about an hour now, and have tried several times in the past to get this script to work. I've followed Dante's tutorial (or what's left of it,) but with no success. If anyone has gotten it to work, I would love to know that it's possible. Thanks.

Subject: TDA_Stealth_Armor
Posted by General Havoc on Tue, 23 Sep 2003 13:39:55 GMT
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It worked in version 1.1.1 of the dLL thats all I know. I haven't tested it with version 1.2 but I think it is pretty hard to mess it up when updating the DLL. Try it again - just add the steal amour script to a piece of armour that you have already made on the map to see if it works.

Subject: TDA_Stealth_Armor
Posted by Majiin Vegeta on Tue, 23 Sep 2003 14:31:47 GMT
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i tried it once.. got it on the level..   tried to pick it up.. it didint work :s

triple checked allthe settings.. didint work :s

Subject: TDA_Stealth_Armor
Posted by SomeRhino on Tue, 23 Sep 2003 21:40:21 GMT
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General HavocIt worked in version 1.1.1 of the dLL thats all I know. I haven't tested it with version 1.2 but I think it is pretty hard to mess it up when updating the DLL. Try it again - just add the steal amour script to a piece of armour that you have already made on the map to see if it works.

Placed some armor with the script attached, downgraded the scripts. I had about every possible configuration being spawned on the map, but it was no good. If you still have the mod package that it worked with, I'd like to see it. I can load you presets into Level Edit and check it out from there.

Subject: TDA_Stealth_Armor
Posted by General Havoc on Tue, 23 Sep 2003 21:46:02 GMT
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I'll try and find it for you. It may have even been a earlier release than 1.1.1 I used. I'll let you know.

Subject: TDA_Stealth_Armor
Posted by General Havoc on Tue, 23 Sep 2003 21:58:40 GMT
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I won't send you the mod folder as there is no point. Version 1.2 of the dll is fault with that script. You need to talk to Jonathan Wilson about getting it fixed in another build of the dll. The stealth Armour seems to work with version 1.1 (I think it that version), it's dated 4th march 2003 anyway the one that works. You can download old version from sourceforge but I wouldn't recommend you using them in a release as they contain a lot of bugs.

Subject: TDA_Stealth_Armor
Posted by SomeRhino on Tue, 23 Sep 2003 21:59:57 GMT
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Thanks, General Havoc.

Edit:
Well, after some intense brainstorming, I found my way around this one. Here's how I have a stealth power-up setup:

Player shoots a "Simple" crate Object, killing it. This crate has JFW_Attach_Script attached to it. It is set to trigger when the object dies, and will attach the script RMV_Test_Stealth to the player that kills the crate. The player will have stealth until he dies.

Subject: TDA_Stealth_Armor
Posted by --oo00o00oo-- on Sat, 01 Nov 2003 08:20:01 GMT
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is there anyway to make the stealth go away after a set amount of time even if the player doe not die using that method somerhino?