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Subject: scripts I am going to write.

Posted by [Anonymous](#) on Mon, 13 Jan 2003 22:34:00 GMT

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quote:Originally posted by generalfox:Blazer, instead of eagle eyes power up why not give them heat vision (they can see heat signatures) to see stealth infantry and tanks..?Because giving "heat vision" requires custom code, whereas I am assuming that since mobius/patch have special abilities to see stealth infantry at a longer distance, there is perhaps an existing script/attribute that can be used with the crate script to create that powerup.

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