
Subject: Re: Stealth Suit Drop

Posted by [matty3k10](#) on Thu, 07 Sep 2006 22:19:24 GMT

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Attach "TDA_Stealth_Armor" to the stealth suit and be sure to set the amount of time, that should turn the player stealth the second he or she picks it up, but remember if a client does not have BHS.dll he or she will see that player as not being stealth.

Also make sure you check the "AlwaysAllowGrant" box under settings on the stealth suit.
