
Subject: stealth suit drop and conflict with cp1 users
Posted by [Stallion](#) on Sat, 25 Nov 2006 04:48:15 GMT
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Since there's a conflict with the cp1 users not seeing the stealth effect on the stealth pickup I was thinking about a possible work around. I was thinking (for my new map to be shared with other servers) if all the soldiers could have stealth enabled box checked from the start and given a script that the cp1 users wouldn't have that would disable there stealth, so that when a "stealth pickup" is picked up it would reenable the stealth effect or cancel out the stealth blocker. It's a very flawed course of action at best, but if it's possible to do it would at least give the cp2 users normal play ability and a disadvantage to those not using cp2 instead of the cp1 users seeing all the players that have the normal stealth pickup as if they have no stealth at all.

I would prefer to just be able to change the soldiers preset and leave them with all of there weapons and health/armor upgrades that they have gotten, but so far this does not seem possible for a new map because of the need for the script to be with the server itself.
