
Subject: SBH Skins

Posted by [General Havoc](#) on Sat, 21 Jun 2003 22:37:27 GMT

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Laeubi is correct. You can make the skin easier to see by replacing the DDS file. However the skin will always be transparent. The stealth distance is coded into the game engine. After a certain distance the engine hides the units. The distance is different for sbh and stanks (only 5 metres though). There is no way of changing this unless you modify the map. This will cause a version mismatch, so it's not* possible to modify original maps and use them in normal games.

_General Havoc
