
Subject: Re: Music

Posted by [_SSnipe_](#) on Sun, 08 Jul 2007 22:32:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

well well TDA-Stealth_Armor work for vechs?

or maybe there is a command that just suits there in scripts and every single time u buy the tank its stealth maybe this might work?

commands->Set_Vehicle_Is_Visible?

or

commands->Commands->Enable_Stealth?

if i can make a script to prevent building damage from a command what are the building presets?

mod is set to null :S

but for the stealth tanks i know when u do commands u can add stuff like

commands->(n.a)

but can i just make a code that just sits there and everytime that object is created its stealth?

thats the best i can think off
