
Subject: Re: Exporting Stealth mod problem...HEADACHE!

Posted by [Starbuzz](#) on Tue, 24 Jul 2007 19:15:02 GMT

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Thank you, Joe. My problems are solved.

alz45 wrote on Tue, 24 July 2007 08:59

What are you trying to do? Create a Server-Side mod? Or a cheat? Or add stuff to a map (Mix/Pkg)?

I am making a mod for a server I am going to set up in a month. In this mod, Nod completely loses its ability to cloak. This is a mod where there will be no more stealth units.

zunnie wrote on Tue, 24 July 2007 08:48 Me thinks he wants a cheat so he can see SBH from any distance..

Anyway, just mod the SBH preset and deselect "IsStealthUnit" if you are that desperate to see SBH's...

I would greatly appreciate if you don't make any rash statements. I do thank you for your help.

Sn1per74* wrote on Tue, 24 July 2007 08:56 IF YOU USE THE OBJECTS.DDB, AND IF YOU HAVE RENGUARD YOU WILL BE KICKED FROM RENGUARD.

Yes, I am not stupid. Thank you for the advice anyway.

DETAILS OF MY MOD:

- The Stealth Black Hand cannot cloak anymore...but to offset that, I am going to make the Laser rifle slightly stronger than Patch's Tiberium Flechette Gun. The Laser rifle will be a little more powerful...it has to be since the SBH can no longer have the stealth advantage. the slow rate of fire will remain.

- The Stealth Tank will no longer cloak itself...but to offset that, it will no longer be as weak as an eggshell...it will have slightly better armor.

NOTE TO ALL: I appreciate your help. This mod is for a server I am going to set-up in one month or so. I am making this to enjoy Renegade from a different perspective (without stealth units) with my friends.
