Subject: Re: Stealth harvesters
Posted by JasonKnight on Mon, 06 Aug 2007 17:44:00 GMT

SWNight wrote on Mon, 06 August 2007 11:25Rev wrote on Sat, 04 August 2007 17:24JasonKnight wrote on Sat, 04 August 2007 10:07
And this is for Server Side mod and yes, modifiying the Objects.ddb is what I am doing while using SSGM

It wont work server side. Players would need an objects file with the vehicle being stealth for it to work. You could try and make it stealth with a script but then players without scripts.dll will not see it stealth.

Thats just stupid EVERYONE needs scripts.dll. You get it when you install Renegade. Don't you mean bhs.dll?

when I said scripts I ment the new scripts that JonWil does. the latest is 3.4.1