
Subject: Re: SBH

Posted by [Poskov](#) on Sun, 11 Oct 2009 09:53:06 GMT

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

Well, there should be a script made then,
which if attached to SBH and the stealth tank,
would specify what distances defences and bots must be at, for them to be able to see stealthed
units;
useful for people who make game packages etc.
