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Subject: Re: Stealth command help

Posted by [YazooGang](#) on Wed, 21 Oct 2009 18:48:58 GMT

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If you know, that "Enable\_Stealth" command isnt the solid stealth event thats from renegade. Like thats made in the latest scripts and stuff. The current scripts are made by the community so there are several bugs. Like person running original or old scripts wont see the stealth effect and that join ect problem. I guess for a better version of the "Enable\_Stealth" you would have to wait until scripts 4.0 since everyone needs that to play the future renegade.

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