
Subject: Re: SBH

Posted by [Omar007](#) on Fri, 23 Oct 2009 20:22:55 GMT

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EvilWhiteDragon wrote on Fri, 23 October 2009 20:43 Massive Quote spree
GEORGE ZIMMER wrote on Fri, 23 October 2009 18:23 Jerad Gray wrote on Fri, 23 October 2009 10:03
GEORGE ZIMMER wrote on Thu, 22 October 2009 15:11 Jerad Gray wrote on Thu, 22 October 2009 11:09
GEORGE ZIMMER wrote on Tue, 20 October 2009 14:08 Jerad Gray wrote on Tue, 20 October 2009 15:01
Poskov wrote on Sat, 10 October 2009 07:19 The stealth VS bots in Renegade needs to be adressed.

Base defences and bots are un-effected by stealth, as in, you are always seen even if you are stealthed.

Most obvious when you are a SBH in multiplayer practice and encounter the AGT or GDI soldiers.

Please don't forget, according to the ORIGINAL CnC, Guard Tower and Soldiers had sensors/could see stealthed units.

But only if they were close enough to them.

Now, remember that CnC maps were like 100000 times larger then ren, so you ARE in range in comparison to the original CnC.

Not really, you still had to be pretty damn close for them to see you in C&C (about 2 cels for AGT I think).

Also it applies to bots in general sadly. Like I said, if there was a script that worked the way I said, I would be able to make an awesome Nod campaign.

Just a simple script that changes your team to -2 would do the trick I do believe.

If you could write up a script that works the way I said (as in, AI would be able to also fully see you upon uncloaking), that'd probably be the most awesome thing EVER.

Besides a TT release.
