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Subject: Need a stealth solution

Posted by [E!](#) on Sat, 24 Oct 2009 07:41:51 GMT

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Hello everybody.

After i finally found an acceptable way to make more realistic planes i got a problem with my stealth bomber. because you have to shoot to fly it's never stealthed so it is not what it's supposed to be. so i changed the model when a player is inside to an invisible model which works so far but now you can't see where you're flying to. even to create any helper object to mark the position for the player to be able to steer won't work because these objects would be seen by any other player too. i'm running out of ideas now and hope that anybody out there might be able to help me finding an (acceptable) solution for this problem.

thanks in advance

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