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Subject: Re: saberhawk's Stealth effect

Posted by [saberhawk](#) on Tue, 12 Jan 2010 22:28:44 GMT

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Ah, right; APB has different stealth constants which are used by the shader to fade in/out. Sadly, I no longer have a copy of that shader code, nor do I have the tools to create the shader cache files used by apbshaders.dll.

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