

---

Subject: Re: SBH glitch?

Posted by [Gohax](#) on Thu, 17 Mar 2011 05:19:00 GMT

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

---

You can also do it by letting ur reticle run over the target, and if the reticle\_hit.dds moves, then you have spotted an sbh/stank.

That way is a little harder, because the \_hit moves whenever there's a change in terrain, as well. So, best way to do it would be go in first person.

This is a glitch, but I don't think we need to waste time in fixing this. It's not that big of a deal, anyway.

---