
Subject: Re: Why not have the sbh stealth like this.
Posted by [Gen_Blacky](#) on Sun, 05 Aug 2012 06:12:55 GMT
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Ethenal wrote on Sat, 04 August 2012 10:49Gen_Blacky wrote on Sat, 04 August 2012 00:52Ethenal wrote on Fri, 03 August 2012 12:27liquidv2 wrote on Fri, 03 August 2012 13:27Distrbd21 wrote on Fri, 03 August 2012 10:20Ya but when TT does come out for good it will be official patch.
i hate to be a downer, but this likely won't happen
my thoughts exactly

Even if it doesn't a majority of players already use 4.0.b you can do this kind of sbh mode with people using scripts 2.9.2 or at least 3.4

"an older version is going to show them uncloaked when they think they're cloaked."

that's why you update the info to the client
I don't know the specifics of how it updates the stealth effect on the newer scripts, but regardless, we already know TT isn't going to implement this.

Doesn't matter.

Whitedragon wrote on Sat, 04 August 2012 15:17You could easily make this as a server side mod. Clients running 1.9 or higher would see the stealth toggled correctly, stock clients would see the SBH always stealthed like usual. You could use a keyhook to toggle stealth, or maybe give them a special weapon that activates stealth when equipped. The ammo count of this weapon could be the stealth timer, too.

this
