
Subject: TDA_Stealth_Armor

Posted by [General Havoc](#) on Tue, 23 Sep 2003 13:39:55 GMT

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It worked in version 1.1.1 of the dLL thats all I know. I haven't tested it with version 1.2 but I think it is pretty hard to mess it up when updating the DLL. Try it again - just add the steal amour script to a piece of armour that you have already made on the map to see if it works.
