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Subject: Re: Objects which don't show info when targetting them but do turn reticle red

Posted by [dblaney1](#) on Thu, 06 Nov 2014 18:11:34 GMT

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danpaul88 wrote on Thu, 06 November 2014 01:19: The AR mirage tank scripts hide the player name and healthbars etc. We've been doing it since scripts 3.4.4 and possibly earlier, nothing special required.

I see you are doing that by enabling stealth. We also have stealth generators and stealth crates etc, so the two may conflict which is why it would be nice to be able to control this behavior separate from the stealth logic. This also would allow us to keep the hitbox and name hidden even when firing.

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