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Subject: Re: Please test 4.2

Posted by [dblaney1](#) on Sun, 05 Apr 2015 00:09:21 GMT

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I don't recall having any changes with the stealth range on our server but we use a client side objects.ddb in our server content package so it may work correctly in that case.

Keep in mind that in multiplayer vehicles have a much further stealth visibility range than characters. About triple the range if I recall correctly.

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