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Subject: enable stealth ???

Posted by [thinlan](#) on Sat, 19 Jun 2004 22:07:02 GMT

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M0???\_Enable\_Stealth ?? what goes after the M0 for c130 drop mods?

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Subject: enable stealth ???

Posted by [thinlan](#) on Sat, 19 Jun 2004 22:19:41 GMT

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someone told me it was 8 or 6... i tried both and they dont work is there anything that has to go after it?

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Subject: enable stealth ???

Posted by [Tidu](#) on Sun, 20 Jun 2004 19:44:38 GMT

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Click Mod next to Make and Temp and in the unit properties there is an optyon called

IsStealthUnit

and check it. I presume it gives th unit all stealth properties.

if you want only one specific unit to be stealth, but not any other unit of that type, I don't know what script to use

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Subject: enable stealth ???

Posted by [thinlan](#) on Sun, 20 Jun 2004 20:10:58 GMT

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^^ c130 drop mods.. not maps

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Subject: enable stealth ???

Posted by [tooncy](#) on Mon, 21 Jun 2004 01:47:34 GMT

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It think it's M09 . It's useless anyway, you appear to be invisible, but other players can see you. There is a better one, but I forgot what it was. I'll dig it up later.

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Subject: enable stealth ???

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Posted by [jonwil](#) on Mon, 21 Jun 2004 02:01:47 GMT

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Any script that would make you stealthed is broken because the host machine (dedicated or not) doesnt send a message to the clients to say "object x has just become stealthed".

So anyone other than the host can see all items made stealthed at runtime via the Enable\_Stealth script command (stuff that is stealthed via the preset setting does work however)

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