
Subject: Stealth

Posted by [Poskov](#) on Sun, 20 Apr 2008 21:00:41 GMT

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what does

MPStealthDistanceHuman

and

MPStealthDistanceVehicle

do?

Subject: Re: Stealth

Posted by [danpaul88](#) on Sun, 20 Apr 2008 21:31:03 GMT

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Distance at which you can start to see stealthed objects in multiplayer. Pretty self explanatory really. Whether they actually WORK or not is another matter.

Subject: Re: Stealth

Posted by [cnc95fan](#) on Sun, 20 Apr 2008 22:12:07 GMT

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Yes, what dan said. However, please try and not make a million topics.. instead, but them into one post.

Otherwise it will turn out like this:

(see under mod forum)

Subject: Re: Stealth

Posted by [_SSnipe_](#) on Sun, 20 Apr 2008 22:42:14 GMT

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cnc95fan wrote on Sun, 20 April 2008 15:12 Yes, what dan said. However, please try and not make a million topics.. instead, but them into one post.

Otherwise it will turn out like this:

(see under mod forum)

LOL thats good.....easy to edit in photoshop but wat font is it?

Subject: Re: Stealth
Posted by [mr£Ä\\$Ä-z](#) on Sun, 20 Apr 2008 22:47:30 GMT
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Moderatots(s) Poskov

XD

Subject: Re: Stealth
Posted by [cnc95fan](#) on Mon, 21 Apr 2008 15:15:06 GMT
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SSnipe wrote on Sun, 20 April 2008 17:42cnc95fan wrote on Sun, 20 April 2008 15:12Yes, what dan said. However, please try and not make a million topics.. instead, but them into one post. Otherwise it will turn out like this:

(see under mod forum)
LOL thats good.....easy to edit in photoshop but wat font is it?
Actually, I did it in paint,
According to the page source, it uses Ariel, so I used that aswell.

Subject: Re: Stealth
Posted by [LR01](#) on Mon, 21 Apr 2008 15:31:40 GMT
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lol, quite funny actually

Subject: Re: Stealth
Posted by [The Executor](#) on Wed, 23 Apr 2008 16:16:21 GMT
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LR01 wrote on Mon, 21 April 2008 10:31lol, quite funny actually

I agree.
