Subject: Commands->Enable_Stealth
Posted by a000clown on Sat, 21 Feb 2009 17:01:20 GMT
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I don't know if this is something you guys are concerned with or not, but I'm posting it here since I'm assuming is related to bhs.dll
If I'm wrong please move the thread to the mod forum.

Anyways, situation is like this:
Player 1 joins game.
Player 2 joins game.
Player 1 becomes stealth via Commands->Enable_Stealth
Player 3 joins game.

Player 1 appears stealth to Player 1 and Player 2.
Player 3 doesn't see any stealth at all.

Subject: Re: Commands->Enable_Stealth
Posted by CarrierII on Sat, 21 Feb 2009 18:29:09 GMT
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I recall XpHaZe Marathon had some form of a fix for this back in the day, I can't remember how though. :-s

It should be in the bot that was released when the community went to hell.

I've found the bot. This has a few things in it anyways, so the TT Dev may be interested in some of it. BOT.

Subject: Re: Commands->Enable_Stealth
Posted by jnz on Sat, 21 Feb 2009 18:39:21 GMT
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Just call the function again everytime a player joins.

Subject: Re: Commands->Enable_Stealth
Posted by cAmpa on Sat, 21 Feb 2009 18:56:49 GMT
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The same is for health and shield updates.
RR for example fixed this already.

Subject: Re: Commands->Enable_Stealth
Posted by Ghostshaw on Sat, 21 Feb 2009 19:51:07 GMT
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Already fixed in 4.0 (by me).

Subject: Re: Commands->Enable_Stealth
Posted by mrÃ£Ã§Ä·z on Sat, 21 Feb 2009 21:31:33 GMT
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Ghostshaw wrote on Sat, 21 February 2009 13:51Already fixed in 4.0 (by me).
Very nice

Subject: Re: Commands->Enable_Stealth
Posted by a000clown on Sat, 21 Feb 2009 23:55:28 GMT
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RoShamBo wrote on Sat, 21 February 2009 13:39Just call the function again everytime a player joins.
Yea I was just going to add a timer to apply the stealth every few minutes, just thought a more permanent solution would be better.

cAmpa wrote on Sat, 21 February 2009 13:56The same is for health and shield updates.
RR for example fixed this already.
Do you know if the fix is in the client or server version?
I was planning to install RR (server version) very soon.

Ghostshaw wrote on Sat, 21 February 2009 14:51Already fixed in 4.0 (by me).
Thanks

Subject: Re: Commands->Enable_Stealth
Posted by halo2pac on Sat, 28 Feb 2009 02:21:46 GMT
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cAmpa wrote on Sat, 21 February 2009 12:56The same is for health and shield updates.
RR for example fixed this already.

So when I set the health of a play to like 2000/2000, every time I shoot him you will sea the health bar decrease?