
Subject: stealth affects bloked

Posted by [MDK@ENGLAND@](#) on Wed, 21 Sep 2011 20:31:56 GMT

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thought I would give 4.0 a try and it seams it blocks my stealth affects that are the red flame ones ?

where can I get original stealth or one that is allowed .

Subject: Re: stealth affects bloked

Posted by [Sean](#) on Wed, 21 Sep 2011 20:37:36 GMT

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Hello Simon.

Goto C:\Westwood\Renegade\Data

and find the file that says: stealth_effect.dds

Delete that and you will use the stock renegade one (from the always.dat)

Subject: Re: stealth affects bloked

Posted by [MDK@ENGLAND@](#) on Wed, 21 Sep 2011 20:42:02 GMT

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ok dude will give it a try

Subject: Re: stealth affects bloked

Posted by [danpaul88](#) on Wed, 21 Sep 2011 20:48:06 GMT

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Indeed, in 4.0 you're not allowed to cheat with easy to spot stealth effects.

Subject: Re: stealth affects bloked

Posted by [EvilWhiteDragon](#) on Wed, 21 Sep 2011 21:16:30 GMT

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danpaul88 wrote on Wed, 21 September 2011 22:48Indeed, in 4.0 you're not allowed to cheat with easy to spot stealth effects.

You are allowed, if the serverowner thinks it's not a cheat and adds the file to the AC.

Subject: Re: stealth affects bloked
Posted by [Starbuzz](#) on Thu, 22 Sep 2011 00:26:48 GMT
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Found this today; look at the blatant stealth advantage skins here lol! Must watch:

<http://www.youtube.com/watch?v=ljUUr6-GSyg&NR=1>

Subject: Re: stealth affects bloked
Posted by [halo2pac](#) on Thu, 22 Sep 2011 02:12:37 GMT
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Starbuzz wrote on Wed, 21 September 2011 20:26 Found this today; look at the blatant stealth advantage skins here lol! Must watch:

<http://www.youtube.com/watch?v=ljUUr6-GSyg&NR=1>
Blatant c4 skins too. not fair

Also that hud should be standard with 4.0!

Subject: Re: stealth affects bloked
Posted by [Sean](#) on Thu, 22 Sep 2011 08:25:05 GMT
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halo2pac wrote on Wed, 21 September 2011 19:12 Starbuzz wrote on Wed, 21 September 2011 20:26 Found this today; look at the blatant stealth advantage skins here lol! Must watch:

<http://www.youtube.com/watch?v=ljUUr6-GSyg&NR=1>
Blatant c4 skins too. not fair

Also that hud should be standard with 4.0!

Uploaded by TheOldGot on 7 Jun 2010

So, he clearly wasn't running 4.0.

Subject: Re: stealth affects bloked
Posted by [MDK@ENGLAND@](#) on Thu, 22 Sep 2011 12:56:20 GMT
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Starbuzz wrote on Thu, 22 September 2011 01:26 Found this today; look at the blatant stealth advantage skins here lol! Must watch:

<http://www.youtube.com/watch?v=ljUUr6-GSyg&NR=1>

so thats how he always shot my sbh wow mega dayglow green lol

yeah all sorted now had to lose my red stealth-spongebob c4and mines also bullet tracers

Subject: Re: stealth affects bloked
Posted by [TankClash](#) on Thu, 22 Sep 2011 15:47:20 GMT
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Should just use non-bright "skins". I play pretty well without stealth effect crud and I can still see SBHs if they get close enough just fine.

Just not as far as someone with that unrealistic colour.

Subject: Re: stealth affects bloked
Posted by [liquidv2](#) on Thu, 22 Sep 2011 22:21:30 GMT
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Azazel wrote on Thu, 22 September 2011 03:25Uploaded by TheOldGot on 7 Jun 2010

So, he clearly wasn't running 4.0.

no, clearly not, it's from june 7th of last year you fucking hemroid

Subject: Re: stealth affects bloked
Posted by [Creed3020](#) on Sat, 24 Sep 2011 02:21:16 GMT
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Starbuzz wrote on Wed, 21 September 2011 20:26Found this today; look at the blatant stealth advantage skins here lol! Must watch:

<http://www.youtube.com/watch?v=ljUUr6-GSyg&NR=1>

Big surprise as to who is using those because he never pulls off crazy shit that pisses off everyone....

Subject: Re: stealth affects bloked

Posted by [trunskgb](#) on Sat, 22 Oct 2011 00:26:23 GMT

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I have been using that Stealth effect made by Niss of UN that kind of adds a slight yellow tint. It's easier on the eyes, though I'd hardly say it was an "advantage" skin. I've never even seen a stealth skin that would be considered to have an advantage. When your stealthed, what's it matter what color your skin is? Unless the skin REVEALS a stealth object. That's the only way I would consider that to be an advantage. Once you de-cloak, your fair game. No matter color you are.

I would personally like to see these allowed. The good ones of course, but I won't lose sleep over if not. Sometimes it's nice to change the way a game looks. If there are "good" ones.

Subject: Re: stealth affects bloked

Posted by [ehhh](#) on Sat, 22 Oct 2011 00:51:13 GMT

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i thought nls was good at sniping lol.

Subject: Re: stealth affects bloked

Posted by [TankClash](#) on Sat, 22 Oct 2011 01:23:50 GMT

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Shooting someone from point-blank range is hardly sniping.

Subject: Re: stealth affects bloked

Posted by [EvilWhiteDragon](#) on Sat, 22 Oct 2011 11:56:30 GMT

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trunskgb wrote on Sat, 22 October 2011 02:26l have been using that Stealth effect made by Niss of UN that kind of adds a slight yellow tint. It's easier on the eyes, though I'd hardly say it was an "advantage" skin. I've never even seen a stealth skin that would be considered to have an advantage. When your stealthed, what's it matter what color your skin is? Unless the skin REVEALS a stealth object. That's the only way I would consider that to be an advantage. Once you de-cloak, your fair game. No matter color you are.

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Every skin can be allowed, but it's up to the serverowner, not us.

Subject: Re: stealth affects bloked
Posted by [Goztow](#) on Sat, 22 Oct 2011 12:45:40 GMT
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That being said, a much better solution than kicking someone for "invalid file" would be to just force the use of the standard file in always.dat!

Subject: Re: stealth affects bloked
Posted by [Gen_Blacky](#) on Sat, 22 Oct 2011 16:19:15 GMT
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Goztow wrote on Sat, 22 October 2011 05:45: That being said, a much better solution than kicking someone for "invalid file" would be to just force the use of the standard file in always.dat!

That would be much better I thought that's what it was going to do might be a lot work idk.

Subject: Re: stealth affects bloked
Posted by [StealthEye](#) on Sat, 22 Oct 2011 17:48:34 GMT
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From what I understood, the most important problem with that as is that Renegade preloads assets and reuses them in different games. Simply changing the files that are loaded depending on the current game does therefore not work. I do think it would be better to make it work like you suggest somehow, but it's not as easy as it sounds. It also requires some additional communication between server and client to negotiate what files can be used. This is also not that easy to implement. I'll add it to the TODO list for further investigation though.

Subject: Re: stealth affects bloked
Posted by [trunkskgb](#) on Sat, 22 Oct 2011 20:29:00 GMT
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EvilWhiteDragon wrote on Sat, 22 October 2011 07:56: trunkskgb wrote on Sat, 22 October 2011 02:26: I have been using that Stealth effect made by Niss of UN that kind of adds a slight yellow tint. It's easier on the eyes, though I'd hardly say it was an "advantage" skin. I've never even seen a stealth skin that would be considered to have an advantage. When your stealthed, what's it matter what color your skin is? Unless the skin REVEALS a stealth object. That's the only way I would consider that to be an advantage. Once you de-cloak, your fair game. No matter color you are.

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OK, thanks for the info EWD. I hope some servers allow the soft changes, that clear/blue color is just "old" in my opinion lol. Then again, so is this game.

Subject: Re: stealth affects bloked
Posted by [Goztow](#) on Sun, 23 Oct 2011 18:33:27 GMT
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StealthEye wrote on Sat, 22 October 2011 19:48 From what I understood, the most important problem with that as is that Renegade preloads assets and reuses them in different games. Simply changing the files that are loaded depending on the current game does therefore not work. I do think it would be better to make it work like you suggest somehow, but it's not as easy as it sounds. It also requires some additional communication between server and client to negotiate what files can be used. This is also not that easy to implement. I'll add it to the TODO list for further investigation though.
It would be very much worth it, I think. Thanks for checking.

Subject: Re: stealth affects bloked
Posted by [Gohax](#) on Sun, 23 Oct 2011 19:43:26 GMT
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ehhh wrote on Fri, 21 October 2011 17:51 i thought nls was good at sniping lol.
Since when? Even whenever he was cheating, he still sucked.

Subject: Re: stealth affects bloked
Posted by [Jerad2142](#) on Sun, 23 Oct 2011 21:14:47 GMT
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danpaul88 wrote on Wed, 21 September 2011 14:48 Indeed, in 4.0 you're not allowed to cheat with easy to spot stealth effects.
Or on the inverse, use saberhawk's better looking (but harder to spot) distortion one.

Subject: Re: stealth affects bloked
Posted by [grant89uk](#) on Mon, 24 Oct 2011 10:58:47 GMT
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trunkskgb wrote on Sat, 22 October 2011 01:26 I've never even seen a stealth skin that would be considered to have an advantage.

I made an sbh skin to test this ages ago. It would make them REALLY white and quite easier to

spot at a glance if they are just narrowly passing you. It would also make it easier not to lose them if they get a bit of distance on you. So I dare say there can be an element of advantage in stealth skins.

But if a server is gonna block one and allow another then maybe its just better to have them ALL blocked that way there is still no claim of advantages..
