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Subject: Check this out.

Posted by [Deactivated](#) on Sun, 08 Aug 2004 14:47:50 GMT

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Here's an idea:

EnableStealthOnCustom\_Sound

Enables stealth on custom (eg. vehicle enter) and disables stealth on another custom (eg. vehicle exit). Plays a sound whenever it receives a custom.

Differences with the standard preset stealth setting;

Eg.

- Stealth effect is applied only when somebody is in the vehicle.
  - The cloaking sound can be separate from the engine stop sound.
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