
Subject: BHS needs a mapper for Core Patch 1
Posted by [cheesesoda](#) on Fri, 15 Oct 2004 14:10:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

BlazerOn one hand I like that idea...I wanted to implement it myself via script zones in doorways once. But then again when I am an SBH, its quite a thrill to hide in the corner of a building while there are enemies in there, sneaking in and out of the doors etc...and that alarm would spoil that. Hmmmm just my perspective though.
Could always make the SBH an exception. Plus, could always bump up the cost of the SBH in all the servers that will have this detection sound.
