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Subject: Re: Core Patch 2 update

Posted by [Dr. Lithius](#) on Fri, 01 Jul 2005 22:57:49 GMT

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If I might make a suggestion. . .

How much extra work would it be to make the dust particles/water sloshes/snow particles appear underneath the footsteps of Stealth Black Hands/Stealthed units(via Bonus Crates) when they're cloaked? I got this idea from Tribes 2, see. That way, really really aware players could see Black Hands coming and there'd be no excuse for them not to be aware. Additionally, it would be far more logical, and possibly even balance out some very slight issues some people might have with Stealthed units.

This would also apply for the dust vehicles kick up when they drive, of course. No more 100% invisible Stealth Tanks/Stealthed units.

That's just something I'd like to see, anyway.

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