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Subject: Re: Upgrade Powerups? how to get working properly?

Posted by [JasonKnight](#) on Mon, 26 Feb 2007 08:14:54 GMT

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i have an install of SSAOW 1.5 and SSGM 2.0

from what I have been told SSAOW1.5 uses the old scripts like 2.3 or soemthing like that

and SSGM2,0 uses the new scripts 3.1

There was a script called grant stealth, let me get the acual name really quick

\*jepordy song\*

JFW\_Enable\_Stealth\_On\_Custom

thats the only one I found,

there are other stealth scripts in there, just its a generator for a building to make a building stealth objects around it, there is one for vehicals so that any vehical that gets around said area is stealthed, there is then 1 that is invisible and alto not able to be targeted, its just there. then there is the stealth zone.

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