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Subject: Re: More Problems

Posted by [Yrr](#) on Tue, 22 May 2007 17:04:54 GMT

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danpaul88 wrote on Tue, 22 May 2007 14:56: Is this for a server side mod or a map you're making yourself? As far as I know you can't set a unit as stealth through Level Edit for server side modding, you would have to use a script which sets the unit as stealth that way.

This would still have no effect unless all clients have Custom Scripts installed.

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