
Subject: Re: How do I make the SBH remain as unstealthed?

Posted by [Yrr](#) on Thu, 31 May 2007 19:10:54 GMT

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MathK1LL wrote on Thu, 31 May 2007 20:25Yrr wrote on Thu, 31 May 2007 11:37MathK1LL wrote on Thu, 31 May 2007 19:34*too may quoted quotes* =/

Yrr wrote on Thu, 31 May 2007 02:46Or if both, client and server, use the mod, you can simply edit the SBH soldier preset and uncheck IsStealth.

=/ I was referring to that. Sorry I didn't make myself clear

-MathK1LL

This still does not change that it is a mod and should not effect playing on public servers.

objects.ddb is a presets file >_> It contains settings that modify the game, yes. But it affects all aspects of the game, including online play.

-MathK1LL

The objects.ddb is not the only preset file. Other preset files are, for example, *.cdb, *.tdb, *.lsd, *.idd. Presets can exist per-game (objects.ddb from always.dbs), per-mod (objects.ddb from *.pkg) and per-map (*.ddb from *.mix). If the client really has a modified per-game objects.ddb, the server would not let him in unless he 'cheats' himself in.
