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Subject: Re: More Questions

Posted by [AoBfrost](#) on Fri, 22 Jun 2007 21:43:38 GMT

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Technically some people with 2.3 and all with 2.9.2+ client side could see stealthed units, thats because (correct me if i am wrong as I didnt make a sbh suit drop for our server, another member did) it's because older scripts.dll for the server couldnt handle such scripts (dont yell at me ) so by using them in newer scripts.dll, you obviously need client side enw scripts too to have the NEW features, I was told people with 1.9 and lower couldnt see other chars with the sbh power, they just saw then normal with no sbh invisibility....so thats why you need new scripts.dll to see sbh suit drops on people...or else you wont...the newer scripting will show it, old wont (once again, I was told this so I may not be 100% accurate)

Same thing for every mod we made, back when we released it, only 1-2 people could use them because they had new scripts while everyone else had 1.9 or lower....just remember, limit your mods in scripts.dll to something that will work even with 1.9, it took a while of adding and deleting before we finally got a version that worked fine with all players and not just 2.9.2+ people..

oh and old scripts.dll with new ssgm? I'd think it is possible to join a serer with it, but some features may not work, they would just see and hear what their older scripts were built for.

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