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Subject: Re: Stealth harvesters

Posted by [JasonKnight](#) on Sat, 04 Aug 2007 14:07:29 GMT

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Yrr wrote on Sat, 04 August 2007 02:33In multiplayer, vehicles without a driver will never become stealted.

so you then add on another script to make it think there is a player in it. Stealth tanks in single player were stealth when they were not shooting. and there is no real player in them.

so i dont see why it couldnt work the same way.

And this is for Server Side mod and yes, modifying the Objects.ddb is what I am doing while using SSGM

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