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Subject: Re: Stealth harvesters

Posted by [Yrr](#) on Sat, 04 Aug 2007 20:13:12 GMT

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Goztow wrote on Sat, 04 August 2007 15:07SWNight wrote on Sat, 04 August 2007 10:46Yrr wrote on Sat, 04 August 2007 02:33In multiplayer, vehicles without a driver will never become stealted.

Yeah, so if it does work you'll just have the stealth effect but still see the harvy. Smth to think about though: on some maps, when PP died, the harv became invisible. Invisible is not stealthed. And this is a bug in Renegade (which is fixed in Resurrection and worked-around in Custom Scripts).

JasonKnight wrote on Sat, 04 August 2007 16:07Yrr 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

That's why I said multi player - in single player mode vehicles are always cloaked unless they fire. Additionally, enabling/disabling/applying stealth is done client-side. It could work to add an AI driver, but I'm not sure wether the harvester will still drive automatically.

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