
Subject: Re: Stealth harvesters

Posted by [SWNight](#) on Mon, 06 Aug 2007 10:25:30 GMT

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Rev wrote on Sat, 04 August 2007 17:24 JasonKnight wrote on Sat, 04 August 2007 10:07
And this is for Server Side mod and yes, modifying the Objects.ddb is what I am doing while using SSGM

It wont work server side. Players would need an objects file with the vehicle being stealth for it to work. You could try and make it stealth with a script but then players without scripts.dll will not see it stealth.

Thats just stupid EVERYONE needs scripts.dll. You get it when you install Renegade. Don't you mean bhs.dll?
