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Subject: Re: Commands->Enable\_Stealth  
Posted by [a000clown](#) on Sat, 21 Feb 2009 23:55:28 GMT  
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RoShamBo wrote on Sat, 21 February 2009 13:39 Just call the function again everytime a player joins.  
Yea I was just going to add a timer to apply the stealth every few minutes, just thought a more permanent solution would be better.

cAmpa wrote on Sat, 21 February 2009 13:56 The same is for health and shield updates.  
RR for example fixed this already.  
Do you know if the fix is in the client or server version?  
I was planning to install RR (server version) very soon.

Ghostshaw wrote on Sat, 21 February 2009 14:51 Already fixed in 4.0 (by me).  
Thanks

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