
Subject: Re: Stealth command help

Posted by [Hubba](#) on Wed, 21 Oct 2009 19:31:59 GMT

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YazooGang wrote on Wed, 21 October 2009 14:48 If you know, that "Enable_Stealth" command isn't the solid stealth event that's from renegade. Like that's made in the latest scripts and stuff. The current scripts are made by the community so there are several bugs. Like person running original or old scripts won't see the stealth effect and that join ect problem. I guess for a better version of the "Enable_Stealth" you would have to wait until scripts 4.0 since everyone needs that to play the future renegade.

Thanks for the reply Yes I know that people with scripts lower than 2.9 will see them anyway. But let's say the person who joins the game has scripts 2.9 or higher. How could I attach the script to him on join? I want to learn this because it could be useful for other things too

ErrorR wrote on Wed, 21 October 2009 13:54 sorry, know nothing about coding/scripting

Thanks anyway
