
Subject: TDA_Stealth_Armor

Posted by [SomeRhino](#) on Tue, 23 Sep 2003 21:40:21 GMT

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General HavocIt worked in version 1.1.1 of the dLL thats all I know. I haven't tested it with version 1.2 but I think it is pretty hard to mess it up when updating the DLL. Try it again - just add the steal amour script to a piece of armour that you have already made on the map to see if it works.

Placed some armor with the script attached, downgraded the scripts. I had about every possible configuration being spawned on the map, but it was no good. If you still have the mod package that it worked with, I'd like to see it. I can load you presets into Level Edit and check it out from there.
