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Subject: enable stealth ???

Posted by [Tidu](#) on Sun, 20 Jun 2004 19:44:38 GMT

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Click Mod next to Make and Temp and in the unit properties there is an option called

IsStealthUnit

and check it. I presume it gives the unit all stealth properties.

if you want only one specific unit to be stealth, but not any other unit of that type, I don't know what script to use

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