
Subject: stealth suit drop and conflict with cp1 users
Posted by [Stallion](#) on Sat, 25 Nov 2006 04:48:15 GMT
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Since there's a conflict with the cp1 users not seeing the stealth effect on the stealth pickup I was thinking about a possible work around. I was thinking (for my new map to be shared with other servers) if all the soldiers could have stealth enabled box checked from the start and given a script that the cp1 users wouldn't have that would disable there stealth, so that when a "stealth pickup" is picked up it would reenable the stealth effect or cancel out the stealth blocker. It's a very flawed course of action at best, but if it's possible to do it would at least give the cp2 users normal play ability and a disadvantage to those not using cp2 instead of the cp1 users seeing all the players that have the normal stealth pickup as if they have no stealth at all.

I would prefer to just be able to change the soldiers preset and leave them with all of there weapons and health/armor upgrades that they have gotten, but so far this does not seem possible for a new map because of the need for the script to be with the server itself.

Subject: Re: stealth suit drop and conflict with cp1 users
Posted by [Whitedragon](#) on Sat, 25 Nov 2006 05:52:07 GMT
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Stealth works for CP1 users. It's the people that don't have any bhs.dll that it doesn't work for.

Subject: Re: stealth suit drop and conflict with cp1 users
Posted by [Viking](#) on Sat, 25 Nov 2006 05:53:42 GMT
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There should be a thing that kicks people if they dont have BHS.dll in servers where its like this!

Subject: Re: stealth suit drop and conflict with cp1 users
Posted by [Jerad2142](#) on Sat, 25 Nov 2006 06:00:59 GMT
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Quote:There should be a thing that kicks people if they dont have BHS.dll in servers where its like this!

To do that all you have to do is use the script "JFW_BHS_DLL"

Subject: Re: stealth suit drop and conflict with cp1 users
Posted by [Stallion](#) on Sat, 25 Nov 2006 06:27:08 GMT
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How would I need to implement this and what is the exact effect? (does it actually kick them from

the game if they don't have it?)

Subject: Re: stealth suit drop and conflict with cp1 users
Posted by [Jerad2142](#) on Sat, 25 Nov 2006 07:35:09 GMT
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As I understand it, it will kick them form the game if they don't have BHS.dll, and all you have to do is attach the script to an object that is on your map.

Subject: Re: stealth suit drop and conflict with cp1 users
Posted by [Stallion](#) on Sat, 25 Nov 2006 10:29:12 GMT
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sounds good, i'll try that instead. thanks

Subject: Re: stealth suit drop and conflict with cp1 users
Posted by [danpaul88](#) on Sat, 25 Nov 2006 18:29:28 GMT
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BRenBot also features the ability to kick players without bhs.dll, which can even be set on a per-map basis.

Subject: Re: stealth suit drop and conflict with cp1 users
Posted by [Jerad2142](#) on Sat, 25 Nov 2006 20:07:50 GMT
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"JFW_BHS_DLL" does it automatically.

Subject: Re: stealth suit drop and conflict with cp1 users
Posted by [Whitedragon](#) on Sat, 25 Nov 2006 22:25:42 GMT
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Despite what it says, JFW_BHS_DLL doesn't do anything.

Subject: Re: stealth suit drop and conflict with cp1 users
Posted by [=HT=T-Bird](#) on Sat, 25 Nov 2006 23:00:19 GMT
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Whitedragon wrote on Sat, 25 November 2006 16:25Despite what it says, JFW_BHS_DLL doesn't

do anything.

I guess somebody's going to have to replace that script ...
