
Subject: Pre/post patch stank visibilty

Posted by [Anonymous](#) on Sun, 12 Jan 2003 22:36:00 GMT

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I'm sure that when a stank was hit either directly or by splash damage, it was briefly visible (i.e. you could see red). When the stank fired, then it became fully visible. (Forget about damage and visibility levels.) Seems that since the (1036) patch, I can see their shimmer more easily, and when I hit them, they don't appear (red) until they fire back, but the shimmer shimmers where before there was bodywork visible... Anyone noticed, or is it beer goggles? [January 28, 2003, 17:54: Message edited by: Squiddley]

Subject: Pre/post patch stank visibilty

Posted by [Anonymous](#) on Mon, 13 Jan 2003 01:02:00 GMT

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well it seems that people see me more often that before while cloaked but about the red bit the red never was seen apart from when uncloaked

Subject: Pre/post patch stank visibilty

Posted by [Anonymous](#) on Thu, 23 Jan 2003 23:35:00 GMT

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yea, but also remember that stealths have low health and can be seen from close up too

Subject: Pre/post patch stank visibilty

Posted by [Anonymous](#) on Mon, 27 Jan 2003 18:26:00 GMT

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I seem too be able to be able to see stanks from a much greater distance after the patch. On Complex, I could see them everyone once and a while when they were in their base, and I was on the top of the center hill thing. Maybe they were being hit by stray bullets or whatever, but they seem much more visable, which sucks.

Subject: Pre/post patch stank visibilty

Posted by [Anonymous](#) on Tue, 28 Jan 2003 06:54:00 GMT

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no they have gotten easier to see. many times since the patch ive been in one corner of feild and just outta nowheres started getting blasted from people halfway across the map. and before he shot at me all i was doing is sitting there. i hate it now it sorta defeats the purpose of stanks. there still great but not as good as they were.

Subject: Pre/post patch stank visibilty

Posted by [Anonymous](#) on Tue, 28 Jan 2003 17:53:00 GMT

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I have a feeling it's the stealth effect in general. I was mooching around as a SBH and was at the extreme edge (near water) of the map C&C_Tropics when I got sniped. There was absolutely no-one even remotely close by and it was only about 5-6 per team. GDI were defending almost entirely as there were without the REF and WF. Are skin cheaters more abundant ? Curiouser and curiouser.

Subject: Pre/post patch stank visibilty

Posted by [Anonymous](#) on Wed, 29 Jan 2003 13:30:00 GMT

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i use SBH almost exclusivly when i'm on nod and i have been noticed more and more lately by regular troops and snipers. its getting so a guy can't just go and plant a nuke in peace anymore without someone all spotting him before hand and killing him.
