
Subject: Stealth Skins?

Posted by [IceSword7](#) on Fri, 19 Dec 2003 17:27:04 GMT

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What about stealth skins is anything being done to stop these?

Im not talking about regular stealth skins. I was playing with someone the other day and he was picking off stanks with his pic from across the map on field. Im not sure what it was but it definetly wasnt a regular stealth skin...

Subject: Stealth Skins?

Posted by [longbow](#) on Fri, 19 Dec 2003 18:24:11 GMT

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I've never come across a stealth skin that shows enemy tanks etc. I have heard of it, but from what i've seen, there are simply explanations. Sure they wasn't just firing randomly across the map??

Subject: Stealth Skins?

Posted by [Cpo64](#) on Fri, 19 Dec 2003 20:17:25 GMT

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Or maybe they saw them from splash damage caused by someone else

Subject: Stealth Skins?

Posted by [Crimson](#) on Fri, 19 Dec 2003 22:14:58 GMT

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A pic doesn't have the range to hit across the map in Field.

Subject: Stealth Skins?

Posted by [IceSword7](#) on Fri, 19 Dec 2003 22:45:59 GMT

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CrimsonA pic doesn't have the range to hit across the map in Field.

He was at the waterfall and the stank was by the nod tank enterence.

Ive seen this person do it more then once

The front of the gdi base was mined on walls flying. Our light tank rushes in to take out the mines so that my sbh can get by. The light rushes toward the factory while i run behind the bar. The orca

kills the light and the tech inside then comes straight to my sbh behind the bar and kills me while i was completly invisible.

Ive never heard of the cheat eathir but i know it is out there.

Subject: Stealth Skins?

Posted by [eh4canada](#) on Sat, 20 Dec 2003 05:29:46 GMT

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sounds like an objects file to me, which is exsactly the thing renguard is supposed to stop fortunatly

the stealtheffects.dds fiels srent really a big problem because they dont increase the range that u can see stealth from.....they just make it easier to see when it is in range

Subject: Stealth Skins?

Posted by [npsmith82](#) on Sun, 21 Dec 2003 03:53:55 GMT

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IceSword7CrimsonA pic doesn't have the range to hit across the map in Field.

The orca kills the...

Uhm... orca?

Subject: Stealth Skins?

Posted by [Jelly](#) on Sun, 21 Dec 2003 18:46:59 GMT

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Supposing you are running a good graphics card 128 and better you can easily see little wavy things going across the field. For example field If I'm GDI I can see a stank rush coming out of their base and I use the default stank skin. Alot of it has to do with your graphics card.

Subject: Stealth Skins?

Posted by [exnyte](#) on Mon, 22 Dec 2003 07:09:58 GMT

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npsmith82Uhm... orca?

IceSword7The front of the gdi base was mined on walls flying. Our light tank rushes in to take out the mines so that my sbh can get by. The light rushes toward the factory while i run behind the bar. The orca kills the light and the tech inside then comes straight to my sbh behind the bar and kills me while i was completly invisible.

I understand though. It is hard to get what he's saying most of the time.

Subject: Stealth Skins?

Posted by [ApocXS](#) on Wed, 24 Dec 2003 08:27:18 GMT

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JellySupposing you are running a good graphics card 128 and better you can easily see little wavy things going across the field. For example field If I'm GDI I can see a stank rush coming out of their base and I use the default stank skin. Alot of it has to do with your graphics card.

ummm no...? i use a radeon 9700 pro full graphics... i dont see little wavy things from across the map... and about the stealth skin... im pretty sure there is a way you can make it so the "stealth" part is totally gone just showing you the tank...

Subject: Stealth Skins?

Posted by [Jelly](#) on Wed, 24 Dec 2003 14:51:40 GMT

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Dude no if you have a good graphics card u can see them across the field. Next time im on Field III take a screen.

Subject: Stealth Skins?

Posted by [mrpirate](#) on Wed, 24 Dec 2003 15:32:56 GMT

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No, Meow, not "across the map." Not like IceSword was talking about, anyway. I played a match against this guy (I assume it's the same guy) and he was seeing all our stealth units from far away. It was annoying and it lost us City_Flying. And no, having a better graphics card doesn't allow you to see stealth units better.

Subject: Stealth Skins?

Posted by [kopaka649](#) on Wed, 24 Dec 2003 19:23:35 GMT

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JellyDude no if you have a good graphics card u can see them across the field. Next time im on Field III take a screen.

It has nothing to do with your video card.

Subject: Stealth Skins?

Posted by [_ToXiN_](#) on Wed, 24 Dec 2003 20:16:21 GMT

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If i remember right, the Officer and Sydney+Mobius can see Stealths much better when they have those suits on, or are just Officer.

I don't know why, but i always see stealth soldiers, MUCH better when i have officer, when i have a normal grunt soldier, i have to squint my eyes, and look like a fool looking for the guy that planted the beacon.

If this is true, then he could have just been seeing them from long distance because of this.

but i might be VERY wrong.

Just what i remember and such...

Subject: Stealth Skins?

Posted by [SuperFlyingEngi](#) on Wed, 24 Dec 2003 21:47:37 GMT

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I always thought that APCs and patches could spot stealth units and tanks better than other units... At least this is my experience when running around with stealths, ive never noticed it with PICs or officers. At least i don't run into many officers and PICs are always content to shoot tanks over infantry anyway...

But that's just my view

Subject: Stealth Skins?

Posted by [spreegem](#) on Mon, 29 Dec 2003 00:11:20 GMT

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I thought all units saw all stealth units the same. . . I have never been able to see stealth units and vehicles across the map unless they are shot at.

Subject: Stealth Skins?

Posted by [ghostSWT](#) on Wed, 31 Dec 2003 22:25:42 GMT

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i think seeing a stelth depends on your/ther speed, distance and keeping the stelth in site(keep looking at it). I was a hotwire behind the rock near NOD power pland (Under map) looking in to the baseand, i saw a stelth tank come close to me i was watching it slowly go away, as far away as the top of the ramp on the hand of nod and even a lil past that. Other times i was that same hotwire running/jumping and didn't see a stelth tank that was 3 times closer to me.

Subject: Stealth Skins?

Posted by [Blazer](#) on Wed, 31 Dec 2003 23:51:25 GMT

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Yeah I have had lots of *amazing* close calls when stealth where I just stood still and a tank or person was within a "foot" or two of me and just didnt see me. I think being motionless helps a lot.

Subject: Stealth Skins?

Posted by [Neo](#) on Thu, 01 Jan 2004 00:22:56 GMT

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And, just remember, just because a person kills you doesn't mean that he is cheating. I use my pistol and shoot around the map quite a bit to look for SBHs. If I see you, I'll keep shooting you until you are dead! Same with a tank, if I am looking for tanks, I'll fire all around the map.

Subject: Stealth Skins?

Posted by [IceSword7](#) on Thu, 01 Jan 2004 01:18:27 GMT

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First off No char. Can see SBH's any better than another Char. Flamethrowers shoot more so if there's an sbh in the range of a flamethrower and the flamethrower just shoots randomly there's a good chance the sbh will light up, same goes for a chemsprayer. You can't see SBH's as well in tanks as you can as infantry.

As for the idea that maybe he wasn't cheating and just got lucky, After killing a Light tank that just rushed behind the factory then going straight behind the bar. on walls flying to RUN OVER a SBH when the orca has no idea if there's even an sbh in the game.

Subject: Stealth Skins?

Posted by [ghostSWT](#) on Thu, 01 Jan 2004 02:33:01 GMT

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"Jelly"Dude no if you have a good graphics card u can see them across the field. Next time im on Field III take a screen.

i bet you mean that you can see your team's tanks across the field and i'm almost 100% sure that no one with any video card can see a stealth tank (unless it's being shot at or explosions near it) more than 5 1/2 APC's lengths away (parked end to end long way) , unless they are cheating.

Subject: Stealth Skins?

Posted by [Cpo64](#) on Thu, 01 Jan 2004 02:48:36 GMT

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Subject: Stealth Skins?

Posted by [ghostSWT](#) on Thu, 01 Jan 2004 08:45:26 GMT

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Subject: Stealth Skins?

Posted by [Homey](#) on Thu, 01 Jan 2004 17:57:28 GMT

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Doesn't it cause a version mismatch if you use that online?

Subject: Stealth Skins?

Posted by [spreegem](#) on Thu, 01 Jan 2004 18:07:01 GMT

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Yes and no, it depends on when you place it into your data directory, I've probably said to much already, but if you know when to put it into your data directory you can still play in the server without there being a version mismatch, though if you place it in at the wrong time you will not be able to see any servers, at least that happened to me. . . NO NOT CHEATING I WAS NOT, I was messing around with level edit and finally figured out how to modify damage and stuff, I made hotwire really slow and cost a lot of money LOL, now I just have to edit her weapons to make them do low damage and she is done. . .

OT: For my complete opposite of cheats thing I am making, how should I release it, damage hack as one thing, speed hack another, cost hack onother ETC ETC ETC and then have one that is a combination of everything a "super hack" or should I just make the "suprer hack" Also should I make it so that you can't see stealth units unless they are literally right next to you and release that as a stealth hack saying you can see them across teh map?

Subject: Stealth Skins?

Posted by [Nightma12](#) on Thu, 01 Jan 2004 18:43:50 GMT

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spreegemYes and no, it depends on when you place it into your data directory, I've probably said to much already, but if you know when to put it into your data directory you can still play in the server without there being a version mismatch, though if you place it in at the wrong time you will not be able to see any servers, at least that happened to me. . . NO NOT CHEATING I WAS NOT, I was messing around with level edit and finally figured out how to modify damage and stuff, I made hotwire really slow and cost a lot of money LOL, now I just have to edit her weapons to make them do low damage and she is done. . .

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cant see at all

Subject: Stealth Skins?

Posted by [Homey](#) on Thu, 01 Jan 2004 18:55:44 GMT

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So its like fr, put it in after youve logged on. Heh so maybe there is a sbh cheat :/

Subject: Stealth Skins?

Posted by [inyuasha](#) on Sun, 04 Jan 2004 17:20:40 GMT

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if you ask me stealth skins a retarded i mean why get a skin if your not supposed to be seen

Subject: Stealth Skins?

Posted by [Vitaminous](#) on Wed, 07 Jan 2004 22:04:10 GMT

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inyuasha if you ask me stealth skins a retarded i mean why get a skin if your not supposed to be seen

Ok, I can't even understand 1/4 of that, are you doing drugs or something?

Subject: Stealth Skins?

Posted by [Cpo64](#) on Thu, 08 Jan 2004 08:18:36 GMT

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I think they beleve that when you changer your skin, it changes for other people too?
