
Subject: Stealth Generators on Hybrid_Forest don't on the fds :(?

Posted by [Alkaline](#) on Sun, 07 Mar 2004 07:26:49 GMT

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I have the correct scripts.dll, but the stealth generators don't seem to work on this map. It only seems to work if you start a server through the regular game, where you're also a player in the game as well as being the host.

If you run a dedicated server even if you launch from within the game, the stealth generators don't work.

Does anyone know a fix for this? B.t.w. I'm using scripts.dll 1.4 and I even tried it with scripts.dll 1.3

plz help someone.

Subject: Stealth Generators on Hybrid_Forest don't on the fds :(?

Posted by [General Havoc](#) on Sun, 07 Mar 2004 09:41:44 GMT

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There was a problem with TDA_Stealth_Armor not working for the clients, I am guessing it's the same reason that the stealth zone doesn't work.

Subject: Stealth Generators on Hybrid_Forest don't on the fds :(?

Posted by [Alkaline](#) on Sun, 07 Mar 2004 15:22:51 GMT

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Hrm maybe, but notice if you start a game in lan mode where you're the host and are playing in game, all other people connecting to you will have working stealth zone

As long as it's not a dedicated server everything seems to be working ok.

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Posted by [General Havoc](#) on Sun, 07 Mar 2004 20:44:04 GMT

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Probably something to do with using the FDS then.

Subject: Stealth Generators on Hybrid_Forest don't on the fds :(?

Posted by [Titan1x77](#) on Mon, 08 Mar 2004 06:13:44 GMT

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I tried playing around with the stealth suit a long time ago...And it has never worked with me hosting or a FDS hosting.

So try to host again and see if the clients really can turn stealth.

I think it's host only.

Subject: Stealth Generators on Hybrid_Forest don't on the fds :(?

Posted by [Alkaline](#) on Mon, 08 Mar 2004 06:51:31 GMT

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Titan, if you start a lan game, and have 1 player as teh server limit. You can get the stealth thing to work.

YOU can set a 5 player game and the stealth suit work for all as well again, as long as you both host and playing in the game (i.e. not a dedicated server) But, even in the regular renegade, if you set up a 6 player game and set the game to be a dedicated server, the stealth does not work. Seems as long as the server is not a dedicated server, be it fds or regular renegade stealth works.

b.t.w some bugs with the stealth:

- Once you get near the stealth tower, even if you leave, you'll still have the stealth "glow" on you.
 - sbh get screwed by this, if they go near a stealth generator and leave, they never go back to being stealth. You must buy a new sbh ... Sucky but it has nice twist
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