
Subject: Re: Patch to SBH

Posted by [Naamloos](#) on Sat, 10 Sep 2005 22:22:33 GMT

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EA-DamageEverything wrote on Sat, 10 September 2005 21:24I explained to him where he can find the stealth setting in Leveledit. For you englishspeaking people, look at my picture. Stealthing a Patch is a quite easy step.

Object - Soldier - Soldier presets - GDI - CnC_Grenadier_2SF - Mod - Settings - "IsStealthUnit" checkbox active. Thats it.

It will make the head go away on some models when they go stealth mode. Looks funny though

Other then that, yes it's really that simple. I can't see how anyone could overlook that.
