Subject: Re: CP 1 and 2 Maps: Biased towards Nod?
Posted by light on Mon, 17 Apr 2006 09:59:40 GMT
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DarkDemin wrote on Mon, 17 April 2006 20:45Blazer wrote on Sun, 16 April 2006 22:25Jeep Rubi wrote on Sun, 16 April 2006 17:15I know how to make a stealth revealer thing on a map if anyone wants to make one.

So you are offering to release a stealth-hack?

no no no, I think he is saying like a token you pickup that reveals stealthed units.

I was thinking more along the lines of the "Warning GDI, there is a Stealth Unit in your base" mod that was one a few servers a while back.