Majiin VegetaMajiin VegetaGeneral HavocLaeubi is correct. You can make the skin easier to see by replacing the DDS file. However the skin will always be transparent. The stealth distance is coded into the game engine. After a certain distance the engine hides the units. The distance is differend for sbh and stanks (only 5 metres though). There is no way of chainging this unless you modify the map. This will cause a version mismatch, so it's not* possible to modify original maps and use them in normal games.

_General Havoc

sooo...how the f*ck do they hit my tank dead on..then track me all over the screen....
+ today on Field ...i was SBH by the nod base wall leading up to the ramp..and this hummer near the tiberuim field just starts hitting me...then im dead..he was WAY more then 5 metres away... this cant be luck.. HOW easier is it to make these skins..

whoops i ment how much more visibly can you make the skins?

you could make a SBH skin bright yellow(but it would probably look really dumn) if you wanted to,to see it better