Subject: Re: Stealth harvesters
Posted by Rev on Sat, 04 Aug 2007 22:24:31 GMT

JasonKnight wrote on Sat, 04 August 2007 10:07
And this is for Server Side mod and yes, modifiying the Objects.ddb is what I am doing while using SSGM

It wont work server side. Players would need an objects file with the vehicle being stealth for it to work. You could try and make it stealth with a script but then players without scripts.dll will not see it stealth.