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Subject: Why not have the sbh stealth like this.  
Posted by [Distrbd21](#) on Fri, 03 Aug 2012 14:37:58 GMT  
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OK so we all know the stealth black hand n00b.

The stealth black hand would only be stealth when the player presses a hot key "one of the one's no one uses anymore.", but it would be on a timer x amount of time for stealth, so it's not always in stealth mode until it fires!?

It would make the stealth black hand a lot more skill based as a Character.

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Subject: Re: Why not have the sbh stealth like this.  
Posted by [reborn](#) on Fri, 03 Aug 2012 14:45:00 GMT  
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Sounds like a cool idea for a server side mod to try out, but a game changing feature like that would probably not be considered by the TT team.

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Subject: Re: Why not have the sbh stealth like this.  
Posted by [Ethenal](#) on Fri, 03 Aug 2012 15:10:40 GMT  
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The problem with tinkering with SBH is that any changes don't show up to people not running the correct version of scripts. i.e. if a 4.0 version comes out that makes it so sbh cloak on a hotkey, an older version is going to show them uncloaked when they think they're cloaked.

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Subject: Re: Why not have the sbh stealth like this.  
Posted by [Distrbd21](#) on Fri, 03 Aug 2012 15:20:21 GMT  
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Ya but when TT does come out for good it will be official patch.

besides the people that matter already got 4.0 ^\_^

Reborn I was thinking just that and maybe mixing it with zunnies domination game mode.

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Subject: Re: Why not have the sbh stealth like this.  
Posted by [Xpert](#) on Fri, 03 Aug 2012 18:23:36 GMT

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You want to alter the game, make a plugin or your own server side mod.

TT's job isn't changing the game in a way that changes it's outlook.

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Subject: Re: Why not have the sbh stealth like this.  
Posted by [liquidv2](#) on Fri, 03 Aug 2012 18:27:33 GMT

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Distrbd21 wrote on Fri, 03 August 2012 10:20Ya but when TT does come out for good it will be official patch.

i hate to be a downer, but this likely won't happen

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Subject: Re: Why not have the sbh stealth like this.  
Posted by [Ethenal](#) on Fri, 03 Aug 2012 18:27:53 GMT

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liquidv2 wrote on Fri, 03 August 2012 13:27Distrbd21 wrote on Fri, 03 August 2012 10:20Ya but when TT does come out for good it will be official patch.

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my thoughts exactly

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Subject: Re: Why not have the sbh stealth like this.  
Posted by [Generalcamo](#) on Sat, 04 Aug 2012 04:11:05 GMT

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Even if it does, it will most likely happen after Generals 4 comes out.

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Subject: Re: Why not have the sbh stealth like this.  
Posted by [Gen\\_Blacky](#) on Sat, 04 Aug 2012 05:52:05 GMT

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Ethenal wrote on Fri, 03 August 2012 12:27liquidv2 wrote on Fri, 03 August 2012 13:27Distrbd21 wrote on Fri, 03 August 2012 10:20Ya but when TT does come out for good it will be official patch.

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my thoughts exactly

Even if it doesn't a majority of players already use 4.0.b you can do this kind of sbh mode with people using scripts 2.9.2 or at least 3.4

"an older version is going to show them uncloaked when they think they're cloaked."

that's why you update the info to the client

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Subject: Re: Why not have the sbh stealth like this.  
Posted by [Ethenal](#) on Sat, 04 Aug 2012 16:49:33 GMT  
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Gen\_Blacky wrote on Sat, 04 August 2012 00:52Ethenal wrote on Fri, 03 August 2012 12:27liquidv2 wrote on Fri, 03 August 2012 13:27Distrbd21 wrote on Fri, 03 August 2012 10:20Ya but when TT does come out for good it will be official patch.  
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that's why you update the info to the client

I don't know the specifics of how it updates the stealth effect on the newer scripts, but regardless, we already know TT isn't going to implement this.

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Subject: Re: Why not have the sbh stealth like this.  
Posted by [Whitedragon](#) on Sat, 04 Aug 2012 21:17:47 GMT  
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You could easily make this as a server side mod. Clients running 1.9 or higher would see the stealth toggled correctly, stock clients would see the SBH always stealthed like usual. You could use a keyhook to toggle stealth, or maybe give them a special weapon that activates stealth when equipped. The ammo count of this weapon could be the stealth timer, too.

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Subject: Re: Why not have the sbh stealth like this.  
Posted by [Distrbd21](#) on Sat, 04 Aug 2012 22:05:50 GMT  
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Whitedragon wrote on Sat, 04 August 2012 16:17You could easily make this as a server side mod. Clients running 1.9 or higher would see the stealth toggled correctly, stock clients would see the SBH always stealthed like usual. You could use a keyhook to toggle stealth, or maybe give them a special weapon that activates stealth when equipped. The ammo count of this weapon could be the stealth timer, too.

Wouldn't the client have to download the modded version?

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Subject: Re: Why not have the sbh stealth like this.  
Posted by [Whitedragon](#) on Sat, 04 Aug 2012 22:14:20 GMT  
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No, you can enable/disable stealth with Commands->Enable\_Stealth.

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Subject: Re: Why not have the sbh stealth like this.  
Posted by [Distrbd21](#) on Sat, 04 Aug 2012 22:19:21 GMT  
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Whitedragon wrote on Sat, 04 August 2012 17:14No, you can enable/disable stealth with  
Commands->Enable\_Stealth.

OK

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Subject: Re: Why not have the sbh stealth like this.  
Posted by [Gen\\_Blacky](#) on Sun, 05 Aug 2012 06:12:55 GMT  
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Ethanal wrote on Sat, 04 August 2012 10:49Gen\_Blacky wrote on Sat, 04 August 2012  
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Doesn't matter.

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this

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Subject: Re: Why not have the sbh stealth like this.  
Posted by [Distrbd21](#) on Sun, 05 Aug 2012 19:19:36 GMT  
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Or even have it so they aren't seen by foot steps.

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