Subject: SBH Skins
Posted by Darkeye 35 on Wed, 18 Jun 2003 23:11:29 GMT
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i know this is cheatin on sooo many levels but i was wonderin if there was an SBH skin that makes them not- invisible client side........

Subject: SBH Skins
Posted by newcmd001 on Thu, 19 Jun 2003 00:37:16 GMT
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Well, I don't think there's any skin that makes a SBH visible and if there should be one you shouldn't use it. If you can snipe cloaked SBH down from distance they'll know that you're cheating.

But frankly, you might change the SBH cloak skin so when you're in visible range you might see him a bit more clear. :rolleyes:

Subject: SBH Skins
Posted by Majiin Vegeta on Thu, 19 Jun 2003 02:15:02 GMT
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there are skins....

today example on pits..me in my Stealth tank by the bridge in the middle of field (far bridge at the back) looking at the GDI base entrance then suddnly this havoc hits me smack bang in the middle

so i move..he hits me again....

and again...

he also hit many other Cloaked tanks..then this gunner comes out shootin the cloaked stanks...
i know the gunners name..dunno if he was the havoc..but name : exhibit99

sad sad people

Subject: SBH Skins
Posted by newcmd001 on Thu, 19 Jun 2003 11:01:08 GMT
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Definately he must have the skin...

Subject: SBH Skins
Posted by ohmybad on Thu, 19 Jun 2003 14:35:26 GMT
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Thats would be cool to have it though

Subject: SBH Skins
Posted by laeubi on Thu, 19 Jun 2003 17:47:15 GMT
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You can't make SBH visible by a SKIN, its a build in game feature. :rolleyes:
a) YOu can get a cloak skin that is better visible (but don't unhide 'hidden' tnaks/infs)
b) shoot randomly around and then you'r abel to see them for a while if you hit one by random

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Subject: SBH Skins
Posted by ohmybad on Thu, 19 Jun 2003 18:26:43 GMT
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a, Final answer lol

Subject: SBH Skins
Posted by Majiin Vegeta on Thu, 19 Jun 2003 18:30:34 GMT
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LaeubiYou can't make SBH visible by a SKIN, its a build in game feature. :rolleyes:
a) YOu can get a cloak skin that is better visible (but don't unhide 'hidden' tnaks/infs)
b) shoot randomly around and then you'r abel to see them for a while if you hit one by random i
know your visble for a amount of time..but how the fuck did he track me when i went in random
directions....miht have a easier to se skin

Subject: SBH Skins
Posted by Adnecles1 on Thu, 19 Jun 2003 21:19:24 GMT
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A character that has long range targeting like a sniper or pic/sydney, if you get a target on them
even invisible they can track you for a short time. I have foiled many a stealth tank rush/objective
with a havoc.

Subject: SBH Skins
Posted by C4Kitty on Fri, 20 Jun 2003 15:36:17 GMT

Majiin Vegetathere are skins....

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sad sad people

I was watching my bf play in this game....... and it's true...... to all those who are skeptical.....
exhibit99 was shooting with a gunner at a stbh in the middle of the feild....... not only was the
gunner tracing him... but the havoc was too..... and i don't care how good you are...... you can't
trace a stbh in the middle of the open feild on 'feild'........ for 2 minutes....

Subject: SBH Skins
Posted by newcmd001 on Sat, 21 Jun 2003 14:23:10 GMT

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This is considered as cheating, isn't it?

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Posted by C4Kitty on Sat, 21 Jun 2003 21:47:37 GMT

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This is considered as cheating, isn't it?

I would think so..... unless you are implying that exhibit99 is my bf..... which he is not.....

Subject: SBH Skins
Posted by General Havoc on Sat, 21 Jun 2003 22:37:27 GMT
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Laeubi 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

Subject: SBH Skins
Posted by Majiin Vegeta on Sun, 22 Jun 2003 02:36:37 GMT
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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..

Subject: SBH Skins
Posted by Blazer on Sun, 22 Jun 2003 09:11:50 GMT
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Don't forget that Mobius has a greater ability to see stealth units than normal chars.

Subject: SBH Skins
Posted by Aircraftkiller on Sun, 22 Jun 2003 10:13:33 GMT
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No, he doesn't. No character sees anything better than another character does. You just think you do because you're firing that electrical gun everywhere to find something.

Subject: SBH Skins
Posted by Blazer on Sun, 22 Jun 2003 11:09:12 GMT
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AircraftkillerNo, he doesn't. No character sees anything better than another character does. You just think you do because you're firing that electrical gun everywhere to find something.

1. Greg H. told me that he can
2. I never fire the gun around to spot sbh with mobius...I just see them. He really doesn't have enough ammo to spare to just sweep the gun around.

Subject: SBH Skins
Posted by Majiin Vegeta on Sun, 22 Jun 2003 12:37:16 GMT
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Majiin 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.

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

Subject: SBH Skins
Posted by General Havoc on Sun, 22 Jun 2003 22:42:16 GMT
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I said that there was a 5 metere difference in between the seeing distance from the stank and the sbh. It's around 15 & 20 I think. As for distance modifier I am not sure, maybe you should do some testing on a map.

I have a map that's textured like a chess board with each square representing 1 metre square. It was used to test out a script a while ago, but it was good for determining distance.

Subject: SBH Skins
Posted by SuperTech on Mon, 23 Jun 2003 13:11:37 GMT
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Majiin Vegetathere are skins....

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sad sad people

In the Havoc's scope, if you look hard enough, you can see "air distortions" or "wiggles" that indicate a SBH/stank in that spot. Admittingly, you have to be lucky to focus in on one, esp. given the area of the maps. If you do find one and shoot it, the stank will shimmer and can be traced for a few seconds afterwards.

Subject: SBH Skins
Posted by Majiin Vegeta on Mon, 23 Jun 2003 14:29:22 GMT
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SuperTechMajiin Vegetathere are skins....

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i have been playing this game for 9 months... dont you think i know they shimmer
im not sum n00b i dont go in 1 direction..i went in random directions yet he hit me many times..and as for the slight distortions i have never seen them + i know you can hear a tank usin the scope..but still to be able to hit one every bloody shot

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Subject: SBH Skins
Posted by SuperTech on Tue, 24 Jun 2003 23:45:30 GMT
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Majiin Vegeta

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Any stealth guy/tank that is hit by enemy fire will lose some of its "stealthness". This havoc could have been taking random shots. Without being there and watching the game in play, it's kind of hard to make any judgements.

Subject: SBH Skins
Posted by kawolsky on Fri, 27 Jun 2003 19:38:59 GMT
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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.

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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

Subject: SBH Skins
Posted by xpontius on Sat, 28 Jun 2003 06:29:49 GMT
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Is it that hard to be ever vigilant against sbhs and stanks as they are? Is it? You dont get the same feeling of victory shooting a bright yellow sbh as u do a dumb regular one walking in front of u. At least in my opinion. Aw wat the hell- :rolleyes: noobs have fun with your secret anti-stealth monkey tactics.