Friggin forums, I had a post typed up that was pretty awesome, then it doesn't post it. Whatever, I'll re-write it sorta.

Anyway, how I think it should be done, is that the range at which bots could see stealth should be set on the bot character rather than creating a global value that the SBH sets. This way you can have more customization (I mean, something like this would only have use in mods anyway...), but still have everything be global if you really want.

Also, by default, AI would technically always be able to see SBH's. Adding this ideal script would actually limit their view rather than enabling them to always see them. It might be annoying to put the script on EVERY character you'd be using if you want this effect, but it'd be worth it.

But anyways, the distance they should be able to see the SBH's should be 75% or so of the global value that actually applies to players (set in LE). This value can be reduced or increased via a multiplier rather than set value.

The direction they should be able to see the SBH's in should be 90 degrees or 180 degrees in front of them. I'd say 90 degrees, though. This would bypass the field of vision stat set per character (which you can make 360 for AI, which allows them to have eyes in the back of their head...), so that the AI can seem a bit more "human like" I suppose. Maybe have that be able to be set, too, though (for things such as AGT and etc if you want to set it for that).

Honestly, if all that was done for a script to limit AI's visibility to stealth, I'd seriously make an entire Nod campaign.