Dude, that is way too complicated and too much work to do, (seriously, a script to every bot? Utterly ridiculous)
 I'd go with my idea. Simpler and easier to do + less work.

Also, the degrees where the bot see the stealth should use the one the bot uses by default, and why does every bot need a script for each? What, does every bot have a different stealth sight range? Not really useful.

I got a better idea, there should be a global setting for the AI
with 3 fields. 1 for buildings, 1 for vehicles and 1 for infantry. Practical, useful and simple.