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Subject: SBH

Posted by [\\_SSnipe\\_](#) on Sat, 24 Jan 2009 02:31:59 GMT

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When a sbh jumps or falls it lights up for a few seconds which makes it able to see far away and be killed then they bitch CHEATER HAX OMFG!

is that a glitch? or not?

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Subject: Re: SBH

Posted by [Goztow](#) on Sat, 24 Jan 2009 08:38:53 GMT

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Nope.

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Subject: Re: SBH

Posted by [RTsa](#) on Sat, 24 Jan 2009 15:24:52 GMT

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Intended as Gozy said.

Also, it's possible to see SBHs because they kick up snow/water/sand when they run around. Sometimes you can spot it from a rather large distance.

But yeah, that's just a good thing.

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Subject: Re: SBH

Posted by [R315r4z0r](#) on Sun, 25 Jan 2009 04:36:31 GMT

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IMO, they have louder footsteps than other characters. I can normally hear them even in through the booming of an intense tank battle.

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Subject: Re: SBH

Posted by [\\_SSnipe\\_](#) on Sun, 25 Jan 2009 04:43:26 GMT

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R315r4z0r wrote on Sat, 24 January 2009 20:36IMO, they have louder footsteps than other characters. I can normally hear them even in through the booming of an intense tank battle. Well Back to topic I just thought that maybe it was a glitched when they leave footsteps or most of all can be seen when they jump or hit wall

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Subject: Re: SBH

Posted by [liquidv2](#) on Sun, 25 Jan 2009 06:43:26 GMT

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it's strange because while revealed they make normal splashing in water like every other character but while cloaked their footsteps almost disappear

it's a very noticeable difference

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Subject: Re: SBH

Posted by [CarrierII](#) on Sun, 25 Jan 2009 13:34:13 GMT

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If you walk your footsteps are practically inaudible and you don't splash water etc either. That's one of the reasons for walking being an option.

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Subject: Re: SBH

Posted by [Jamie or NuneGa](#) on Sun, 25 Jan 2009 13:55:07 GMT

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R315r4z0r wrote on Sun, 25 January 2009 04:36IMO, they have louder footsteps than other characters. I can normally hear them even in through the booming of an intense tank battle.

nah thats ur just ur sound pack

My sbh is sound is a voice going

'ohhh look at me, im all invisbley'

'he he he'

it repeats and I know there is a sbh near.

---

Subject: Re: SBH

Posted by [RTsa](#) on Sun, 25 Jan 2009 14:38:51 GMT

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Nune wrote on Sun, 25 January 2009 15:55R315r4z0r wrote on Sun, 25 January 2009 04:36IMO, they have louder footsteps than other characters. I can normally hear them even in through the booming of an intense tank battle.

nah thats ur just ur sound pack

My sbh is sound is a voice going

---

'ohhh look at me, im all invisbley'  
'he he he'

it repeats and I know there is a sbh near.  
Advantage sounds...

TT patch will get rid of these as well, right?

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Subject: Re: SBH  
Posted by [candy](#) on Sun, 25 Jan 2009 15:29:52 GMT  
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SSnipe wrote on Sat, 24 January 2009 03:31When a sbh jumps or falls it lights up for a few seconds which makes it able to see far away and be killed then they bitch CHEATER HAX OMFG!

is that a glitch? or not?

well it's not a glitch, but most people don't understand that when they jump they will be seen how about the TT patch deletes the sbh? héhé

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Subject: Re: SBH  
Posted by [mr£Ä&A-z](#) on Sun, 25 Jan 2009 15:38:12 GMT  
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Theres a bad glitch to spot Stealth Tanks and SBH's very easy

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Subject: Re: SBH  
Posted by [Gen\\_Blacky](#) on Sun, 25 Jan 2009 22:07:11 GMT  
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advantage sound now that's new

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Subject: Re: SBH  
Posted by [Chuck Norris](#) on Sun, 25 Jan 2009 22:31:11 GMT  
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Now I knew the SBH was seen if it falls for a distance and is damaged, but, say I stand still or just walk and jump, the SBH lights up from the other side of the field to the enemy? If so, that's new to me, not that I jump with a SBH much anyway.

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Subject: Re: SBH

Posted by [ArtyWh0re](#) on Mon, 26 Jan 2009 13:17:42 GMT

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Gen\_Blacky wrote on Sun, 25 January 2009 16:07 advantage sound now that's new  
For my Stealth Tank I have replace the "getting in" an "getting out" sounds with the cloacking sound from C&C95.

so when an enemy gets out of a Stank behind a building in my base I can hear it when I should not be.

Will the TT patch fix this?

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Subject: Re: SBH

Posted by [ErroR](#) on Mon, 26 Jan 2009 13:39:58 GMT

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there are cloak sounds too, but i never hear them.

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Subject: Re: SBH

Posted by [mrÄÃ\\$Ä-z](#) on Sat, 31 Jan 2009 11:32:09 GMT

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Theres already a big advantage against SBH's and Stank's

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Subject: Re: SBH

Posted by [Veyrdite](#) on Mon, 02 Feb 2009 09:15:49 GMT

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The reason SBHs light up after jumping is because whenever any warhead causes them damage (such as earth, from falling) they light-up. In the case of jumping, you receive 0 earth warhead damage. Even though you are unhurt - you still light-up/flicker because you have been "attacked".

Why do some players walk? They move at the same speed while crouching, make approximately the same amount of noise and are a smaller target.

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Subject: Re: SBH

Posted by [Ghostshaw](#) on Mon, 02 Feb 2009 14:54:18 GMT

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I might make it so that when you have 0 falling damage it doesn't apply it anymore, but I dunno wether its really a good idea.

---

Subject: Re: SBH

Posted by [Omar007](#) on Mon, 02 Feb 2009 21:19:42 GMT

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Ghostshaw wrote on Mon, 02 February 2009 15:54 I might make it so that when you have 0 falling damage it doesn't apply anymore, but I dunno wether its really a good idea.

I think that is a good idea. I wouldn't make any sence that the suit gets 'disturbed' when no damage happens

---

Subject: Re: SBH

Posted by [Mighty BOB!](#) on Mon, 02 Feb 2009 22:01:04 GMT

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After over 700 hours of playing Renegade I have absolutely never seen an SBH light up when just jumping up and down, or falling without taking damage. I have only seen them light up when 1) they take damage/heals from any weapon, 2) run on Tiberium, or 3) fall far enough to cause health damage.

Yes you can see them kick up snow/water when they're stupid enough to jump while on those surfaces, but I have never once seen them light up just from jumping up and down or falling without taking damage.

This is with original Renegade (as in not TFD), 1.037, Core Patch 2, and RenGuard. I haven't played in about 1 year though so is this with a new TT community patch that has changed this?

Oh and I should add 4) Splash damage or splash from friendlies. Sucks to be the SBH that gets revealed by a teammate Artillery while trying to sneak into a GDI base being sieged.

---

Subject: Re: SBH

Posted by [\\_SSnipe\\_](#) on Tue, 03 Feb 2009 00:52:45 GMT

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Mighty BOB! wrote on Mon, 02 February 2009 14:01 After over 700 hours of playing Renegade I have absolutely never seen an SBH light up when just jumping up and down, or falling without taking damage. I have only seen them light up when 1) they take damage/heals from any weapon, 2) run on Tiberium, or 3) fall far enough to cause health damage.

Yes you can see them kick up snow/water when they're stupid enough to jump while on those surfaces, but I have never once seen them light up just from jumping up and down or falling without taking damage.

This is with original Renegade (as in not TFD), 1.037, Core Patch 2, and RenGuard. I haven't played in about 1 year though so is this with a new TT community patch that has changed this? Me and tons of others have

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Subject: Re: SBH  
Posted by [Wiener](#) on Tue, 03 Feb 2009 10:48:47 GMT  
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original ren just with patches and official scripts on my side and they do light up. Mostly spotted on field when sbh are running/jumping downwards the slope from tunnels towards field

---

Subject: Re: SBH  
Posted by [Chuck Norris](#) on Tue, 03 Feb 2009 11:08:46 GMT  
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Wow, yeah, I've got to agree with the guy that has never seen it, and I've installed it on many machines. I've never seen it happen. That's why I said above, this is news to me that they light up when jumping.

If this happens only due to the way the damage system works, but they're not taking damage, I'd say it should technically be deemed a "bug" and should be fixed, especially if some people don't see them light up while others do. It's not an even playing field.

It's probably one of those things Westwood never got around to noticing or fixing, like the points bug.

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Subject: Re: SBH  
Posted by [Veyrdite](#) on Fri, 06 Feb 2009 08:40:21 GMT  
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Possibly you use a renegade quality-setting/screen-resolution combination that stop you seeing SBHs when they flicker only slightly?

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Subject: Re: SBH  
Posted by [\\_SSnipe\\_](#) on Sat, 07 Feb 2009 03:57:52 GMT  
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I dont know, All I know is that iv seen it plenty of time, inc my freinds who been playing ren for YEARS before me all know not to do that and tell new players, We all seen but idk how some have not seen it....maybe its the way servers are modded? idk

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Subject: Re: SBH  
Posted by [shA](#) on Sat, 07 Feb 2009 12:34:12 GMT  
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I've seen it a bit not across the field or through a scope or anything. Usually when I'm chasing one

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rather close and they start to jump cause they think it gets them away faster. (as if that helps?)

Never across the field

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Subject: Re: SBH

Posted by [Mighty BOB!](#) on Sun, 08 Feb 2009 21:02:07 GMT

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You know this is the most darndest thing, but I think I saw that yesterday. Some fool was trying to bunny hop to avoid being run over by an APC on Mesa.

I don't know why that is because in the past on say Mesa or Under, when they hop all I would see is the puff of snow, no flare up.

Maybe it's a range thing? I was rather close to the bunny hopper yesterday. That could explain why shA's never seen it across the field or just nearby. But once again, in the past I have not seen a flare up at close range either when I was trying to hunt down an SBH. If they were out of close visual tracking range I had to rely on the puffs the fools were making by jumping.

I guess I'll just have to keep playing and see if it happens more, and if it happens across the field.

Maybe I never see it because there are somewhat less noobs on n00bstories and people are smart enough to not bunny hop with an SBH? I dunno. But that doesn't explain how they could get on top of the Barracks (sans proxy mines) in Canyon without flaring up if indeed they are flaring during any kind of jump.

This couldn't possibly be an ATI/nvidia thing could it? Up until last month I've always had nvidia cards. The machine I built last month is my first ATI card.

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Subject: Re: SBH

Posted by [\\_SSnipe\\_](#) on Sun, 08 Feb 2009 21:15:29 GMT

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IV seen it on field once...looking from waterfall sbh jumping and few times he hit floor barely seen him light up im try to test it a lil bit later

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Subject: Re: SBH

Posted by [Jamie or NuneGa](#) on Sun, 08 Feb 2009 23:21:37 GMT

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with a high fps and high graphics setting they show up when jumping a lot more

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Subject: Re: SBH

Posted by [Chuck Norris](#) on Tue, 10 Feb 2009 09:13:10 GMT

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Nune wrote on Sun, 08 February 2009 18:21 with a high fps and high graphics setting they show up when jumping a lot more

It has to be more than that. I use maximum game settings, and maximum AA and AF, at a high resolution (1600x1200), and always have high FPS (almost always a constant 100), and yet I have yet to see this, let alone hear anyone say anything about it in game or otherwise, which leads me to believe not many people experience it so clearly and/or so often. I've always had an nVidia card (had a Radeon 9700 or 9800 at one point, but never tried Renegade on it), but have also used a PC with Intel integrated (865, also known as Intel Extreme Graphics 2), and haven't seen it on any. Is there any word from the higher ups on what this is, if it happens, and why?

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Subject: Re: SBH

Posted by [Jamie or NuneGa](#) on Tue, 10 Feb 2009 11:53:56 GMT

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Chuck Norris wrote on Tue, 10 February 2009 09:13 Nune wrote on Sun, 08 February 2009 18:21 with a high fps and high graphics setting they show up when jumping a lot more  
It has to be more than that. I use maximum game settings, and maximum AA and AF, at a high resolution (1600x1200), and always have high FPS (almost always a constant 100), and yet I have yet to see this, let alone hear anyone say anything about it in game or otherwise, which leads me to believe not many people experience it so clearly and/or so often. I've always had an nVidia card (had a Radeon 9700 or 9800 at one point, but never tried Renegade on it), but have also used a PC with Intel integrated (865, also known as Intel Extreme Graphics 2), and haven't seen it on any. Is there any word from the higher ups on what this is, if it happens, and why?

keen eye maybe :/

im not saying I see it all the time.

But more often than when I have bad graphics.

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Subject: Re: SBH

Posted by [Starbuzz](#) on Tue, 10 Feb 2009 13:37:44 GMT

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This happens with stanks too.

Once on City\_Flying while in a Orca, I saw the cloaking field light up in a stank when it stupidly ran into one of the light poles near the BAR...lmao

That was the end of their rush and we stopped it. And I was accused of "stealth-reveal."

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Subject: Re: SBH

Posted by [Jamie or NuneGa](#) on Tue, 10 Feb 2009 23:51:34 GMT

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Starbuzz wrote on Tue, 10 February 2009 13:37 This happens with stanks too.

Once on City\_Flying while in a Orca, I saw the cloaking field light up in a stank when it stupidly ran into one of the light poles near the BAR...Imao

That was the end of their rush and we stopped it. And I was accused of "stealth-reveal."

Fools it was blatently cheat name removed

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Subject: Re: SBH

Posted by [Dreganius](#) on Mon, 16 Mar 2009 10:42:16 GMT

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madrackz wrote on Sat, 31 January 2009 22:32 There's already a big advantage against SBH's and Stank's

That's the second time you've posted something like that. What's the point of beating around the bush? Hmm?

In any case, it does remind me of another SBH glitch. Apparently, when you target an enemy or ally, the target box will disappear when you move your highlight over a stealthed unit, such as a Stealth Tank or SBH, thereby giving away their location. Will this be fixed as well?

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Subject: Re: SBH

Posted by [Goztow](#) on Mon, 16 Mar 2009 10:45:35 GMT

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Dreganius wrote on Mon, 16 March 2009 11:42 madrackz wrote on Sat, 31 January 2009 22:32 There's already a big advantage against SBH's and Stank's

That's the second time you've posted something like that. What's the point of beating around the bush? Hmm?

In any case, it does remind me of another SBH glitch. Apparently, when you target an enemy or ally, the target box will disappear when you move your highlight over a stealthed unit, such as a Stealth Tank or SBH, thereby giving away their location. Will this be fixed as well?  
That has been discussed before. I don't think they said it can be fixed, actually.

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Subject: Re: SBH

Posted by [ErroR](#) on Mon, 16 Mar 2009 16:17:20 GMT

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never worked, i guess not that many sbhs

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