
Subject: SBH and jumping
Posted by [Tzar469](#) on Thu, 26 Aug 2010 17:03:27 GMT
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Can SBH really be seen when they jump, or is it complete bullshit? Does it depend on the server at all?

Subject: Re: SBH and jumping
Posted by [HaTe](#) on Thu, 26 Aug 2010 17:58:25 GMT
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They can whenever they jump. AFAIK no server has a fix for it. It's useful more than it's annoying anyway.

Subject: Re: SBH and jumping
Posted by [snpr1101](#) on Fri, 27 Aug 2010 04:25:46 GMT
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Tbh, I've never really seen a SBH reveal itself when they get airborne. I have noticed on occasion that SBH's just flash out of nowhere. No splash, not hit by anything - you just see the stealth skin for a split second. That might be it.

Subject: Re: SBH and jumping
Posted by [Starbuzzz](#) on Fri, 27 Aug 2010 06:00:28 GMT
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Same happens with Stanks too; they reveal themselves when they run into things. Once on cityfly, I was flying right side high with Orca over bridge and I saw a Stank run into the lamppost while trying to follow the GDI harv. Imao I got him!

Subject: Re: SBH and jumping
Posted by [sadukar09](#) on Fri, 27 Aug 2010 13:05:31 GMT
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When you jump on snow maps you kick up snow, observant players could find you.

Subject: Re: SBH and jumping
Posted by [Jamie or NuneGa](#) on Fri, 27 Aug 2010 13:45:23 GMT
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Sometimes yea sometimes no, just to be safe don't go jumping around for no reason.

I find that since I got a new computer and therefore a much higher fps I notice it a lot more than I use to.

Subject: Re: SBH and jumping

Posted by [argathol3](#) on Fri, 27 Aug 2010 15:32:06 GMT

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Or you can be a pro like Heed and hear sbh footsteps and stanks....that guys hearing is ridiculous.

Subject: Re: SBH and jumping

Posted by [HaTe](#) on Fri, 27 Aug 2010 20:23:15 GMT

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You can edit Renegade's shadows through admin mode, and watch out incredibly easy and gay it is to see stanks. Believe it or not, the shadows cast on the stanks when the sun in Renegade isn't directly overhead

Subject: Re: SBH and jumping

Posted by [trooprm02](#) on Sat, 28 Aug 2010 16:03:26 GMT

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Actually, if you have a good GPU and play ren on max settings, you see SBH's on every map, every time when they jump. Its not a complete uncloak obviously, but you do see a clear outline...also on maps like under (on the snow) and islands (on the water) you see and hear footsteps.....lve seen these for several years now, but lve never seen a stank if it ran into anything.

Subject: Re: SBH and jumping

Posted by [zeratul](#) on Sat, 28 Aug 2010 17:23:48 GMT

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The SBH does have a clear outline when it jumps i tested several times buy jumping randomly across the map on different servers. was killed every time.
the stank on the other hand i dont think is true because during i hit stuff all the time whether it be lag or just not paying attention and people never see me

Subject: Re: SBH and jumping

Posted by [Starbuzz](#) on Sun, 29 Aug 2010 15:58:38 GMT

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Me and liquid tested to see if we can replicate the stank but could not make it happen. So I grudgingly take back my statement on the stank atm.

Felt that was very weird when it did happen that time (2 years ago). Perhaps it was someone who was firing on that stank that made it reveal itself? Just felt odd that it revealed itself just at the moment it ran into the lampost. And AFAIK, I didn't see anyone nearby.

It could be a number of things perhaps. I had a different video card and don't think I had any scripts or maybe scripts 2. If those make any difference. I hope we can make more tests just to make sure (thx liquid)

Subject: Re: SBH and jumping
Posted by [trooprm02](#) on Mon, 30 Aug 2010 19:18:04 GMT
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told you!

Subject: Re: SBH and jumping
Posted by [reborn](#) on Tue, 31 Aug 2010 10:42:09 GMT
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If you take splash damage you become revealed briefly, however some splash damage is so small it doesn't take a whole hitpoint from you, and it appears on screen that you still have 100% health. Perhaps this was the case for you?

Subject: Re: SBH and jumping
Posted by [Jamie or NuneGa](#) on Wed, 01 Sep 2010 22:44:07 GMT
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if you lag into a pole with a stank, you know tank wall lag. You will appear briefly...

Subject: Re: SBH and jumping
Posted by [Starbuzzz](#) on Sun, 26 Sep 2010 02:49:53 GMT
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ImJamie wrote on Wed, 01 September 2010 17:44if you lag into a pole with a stank, you know tank wall lag. You will appear briefly...

thanks! yeah I think this is it. This may also explain why that was the only time I saw that happen. After that, I always thought to myself that I wasn't seeing stanks that way cos the stank nubs knew

about this and were being careful. lol

Subject: Re: SBH and jumping

Posted by [trooprm02](#) on Sun, 26 Sep 2010 03:35:29 GMT

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Starbuzz wrote on Sat, 25 September 2010 21:49ImJamie wrote on Wed, 01 September 2010 17:44if you lag into a pole with a stank, you know tank wall lag. You will appear briefly...

thanks! yeah I think this is it. This may also explain why that was the only time I saw that happen. After that, I always thought to myself that I wasn't seeing stanks that way cos the stank nubs knew about this and were being careful. lol

Im pretty sure this still doesn't happen (as your testing would show). Ive played this game on low settings (years ago) and now on crazy high settings and I've still never seen this...Not sure what Nunega is talking about.

Subject: Re: SBH and jumping

Posted by [Hypnos](#) on Mon, 27 Sep 2010 15:22:52 GMT

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I've seen this before, it usually happens when stanks drive to close to the walls, just like when SBHs run too close to the walls.

Subject: Re: SBH and jumping

Posted by [Jamie or NuneGa](#) on Sun, 03 Oct 2010 15:36:24 GMT

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trooprm02 wrote on Sun, 26 September 2010 04:35Starbuzz wrote on Sat, 25 September 2010 21:49ImJamie wrote on Wed, 01 September 2010 17:44if you lag into a pole with a stank, you know tank wall lag. You will appear briefly...

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Im pretty sure this still doesn't happen (as your testing would show). Ive played this game on low settings (years ago) and now on crazy high settings and I've still never seen this...Not sure what Nunega is talking about.

ur eyes just aren't good enough
