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Subject: AI Vehicles and Stealthing  
Posted by [zunnie](#) on Thu, 23 Jun 2011 14:53:40 GMT  
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Hm appearently ai vehicles don't stealth :/  
Does anyone know how to get them stealthed?

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Subject: Re: AI Vehicles and Stealthing  
Posted by [kamuixmod](#) on Thu, 23 Jun 2011 16:03:35 GMT  
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they need a driver  
ahh wait on roleplay2 they made it able in the defmode to make bots enter empty vehicles and you could see that as well, setalth might work then?

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Subject: Re: AI Vehicles and Stealthing  
Posted by [danpaul88](#) on Thu, 23 Jun 2011 16:20:04 GMT  
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I think vehicles with 0 seats might stealth too... not certain though...

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Subject: Re: AI Vehicles and Stealthing  
Posted by [zunnie](#) on Thu, 23 Jun 2011 16:51:49 GMT  
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I tried that, not worked

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Subject: Re: AI Vehicles and Stealthing  
Posted by [saberhawk](#) on Thu, 23 Jun 2011 19:26:07 GMT  
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4.0? Use SH\_VehicleStealthedWhileEmpty

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Subject: Re: AI Vehicles and Stealthing  
Posted by [zunnie](#) on Thu, 23 Jun 2011 19:46:06 GMT  
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It's based on 3.4.4 atm Will upgrade to 4.0 later

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