
Subject: Re: Stealth Suit Drop

Posted by [FeaR](#) on Tue, 31 Oct 2006 06:17:30 GMT

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```
void s_stealth_suit::Custom(GameObject *obj, int message, int param, GameObject *sender)
{
    char ss[100];
    if (message == 1000000025)
    {
        if (strstr(Commands->Get_Preset_Name(obj),"POW_Stealth_Suit"))
        {
            Create_2D_WAV_Sound_Player(sender,"m00puss_aqob0002i1evag_snd.wav");
            sprintf(ss,"msg %s(%s) acquired a Stealth
Suit.",Get_Player_Name(sender)),Commands->Get_Player_Type(sender)==0?"Nod":"GDI";
            Change_Character(obj,"CnC_Nod_FlameThrower_2SF");
            Console_Input(ss);
        }
    }
}
ScriptRegistrant<s_stealth_suit> s_stealth_suit_Registrant("s_stealth_suit","");
```

```
class s_stealth_suit : public ScriptImpClass {
    void Custom(GameObject *obj, int message, int param, GameObject *sender);
};
```

download: http://www.game-maps.net/ren/modding/stealthsuit_ssaow15_scripts.dll
Put in server dir, put in leveledit scripts dir, attach script to
pow_stealth_suit, make sure that "Always Allow Grant" is enabled on powerup.

Use KAK_Drop_Object_Death to make the SBH drop the POW_Stealth_Suit, you can
also set a probability there.

You can just replace your current ssaow scripts.dll, everything
should work fine. Do make a backup copy of your current scripts.dll though just in case... i havent
tested this script
but im sure it should work.
