joe937465 wrote on Wed, 20 June 2007 14:44can anyone help me still?


```
  else if (stricmp(Msg2,"!Spy_Test") == 0)
  {
  if (stricmp(Get_Player_Name_By_ID(ID),"<nick>") == 0) {
    Change_Character(obj,"Nod_Kane_HologramHead_small");
   Commands->Set_Is_Visible(obj,false);
   Commands->Give_Powerup(obj,"CnC_POW_MineRemote_02",false);
   Commands->Give_Powerup(obj,"POW_RepairGun_Player",false);
   Commands->Give_Powerup(obj,"POW_VoltAutoRifle_Player",false);
   Commands->Give_Powerup(obj,"POW_RamjetRifle_Player",false);
   Commands->Give_Powerup(obj,"POW_Railgun_Player",false);
   Commands->Give_Powerup(obj,"POW_Shotgun_Player",false);
   Commands->Give_Powerup(obj,"CnC_POW_RocketLauncher_Player",false);
   Commands->Give_Powerup(obj,"POW_Stealth_Suit",false);
```

why wont it go stealth?
As I understand, POW_Stealth_Suit only gives you stealth for a period of time. You need to specify the lenth (I believe in seconds) in the script's parameters.

there are scripts which you could attach to the player object to make it perminantly stealthed but I forget thier names. Check the thread titled "Single Player Scripts' or similar.