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Subject: Stealth command help

Posted by [Hubba](#) on Wed, 21 Oct 2009 17:49:01 GMT

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Hey! How do i make so that people who joins the game after someone has bought a stealth suit for his char/veh still will see them stealthed?

Here is my command.

```
class StealthChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
GameObject *obj = Get_GameObj(ID);
float Credits = Commands->Get_Money(obj);

if(Credits >= 1000){
Commands->Give_Money(obj,-1000,false);
char message[256];
sprintf(message,"msg %s bought a Stealhsuit", Get_Player_Name_By_ID(ID));
Console_Input(message);
Commands->Enable_Stealth(obj,true);
}
else {
Console_Input(StrFormat("ppage %d You need $1000.",Get_Player_ID(obj)).c_str());
}
}
};

ChatCommandRegistrant<StealthChatCommand>
StealthChatCommandReg("!ss",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

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