
Subject: Re: Stealth command help [Solved]
Posted by [reborn](#) on Thu, 22 Oct 2009 13:12:13 GMT
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If you decide to carry on use YazooGang's timer example, then I encourage you to take the actual timer itself down from 0.01f to say 0.5f. It's not really necessary to have it loop like that every 0.01 seconds...

I would however like to encourage you to consider making a global array for the players...

```
bool IsPlayerStealth[128]; // global array
```

On the level_loaded event I would for loop through the array and set all the elements to false (just to make sure they are all false at the start of the map).

```
for (int i = 1; i < 128; i++){  
    IsPlayerStealth[i] = false;  
}
```

You would need to set the players to true in this array when they become stealth, and false when they die. I would do something like this:

```
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);  
            Commands->Attach_Script(obj,"Hubba_Stealth","");  
        }  
        else {  
            Console_Input(StrFormat("ppage %d You need $1000.",ID).c_str());  
        }  
    }  
};  
ChatCommandRegistrant<StealthChatCommand>  
StealthChatCommandReg("!ss;!StealthSuit;!SS;!stealhsuit",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

```

void Hubba_Stealth::Created(GameObject *obj)
{
Commands->Enable_Stealth(obj,true);
IsStealthPlayer[Get_Player_ID(obj)] = true;
}

void Hubba_Stealth::Killed(GameObject *obj,GameObject *shooter)
{
IsStealthPlayer[Get_Player_ID(obj)] = false;
}
ScriptRegistrant<Hubba_Stealth> Hubba_Stealth_Registrant("Hubba_Stealth","");

class Hubba_Stealth : public ScriptImpClass {
void Created(GameObject *obj);
void Killed(GameObject *obj,GameObject *shooter);
};

```

Then on the player join event, you would do a similar loop to the level_loaded event, and just loop through the array, and if any of them are true, then apply the stealth tot hem again...

```

for (int i = 1; i < 128; i++){
if(IsPlayerStealth[i] == true){
Commands->Enable_Stealth(Get_GameObj(i),true);
}
}

```

Plus, this way you have a method of keeping track of who is currently stealthed, meaning you could add more functionality.. You could add a command like !currentlystealthed, and it messages you who is stealthed...

Or you could add a conditional to your chat command, so if they are already stealthed, it pages them saying they are already stealthed.

I'm not fond of these sort of comamnds really if I am honest, but perhaps if you must do this, you could at least ensure the HON is alive, or they are at least a Nod player?