
Subject: Re: Stealth command help

Posted by [Hubba](#) on Thu, 22 Oct 2009 20:27:47 GMT

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reborn wrote on Thu, 22 October 2009 15:19 You would need to post your code, what I posted should work.

You may have added the code in the wrong place or something :-/

I added the join code to "void Player_Join_Hook(int i,const char *Nick)"

Added the level_loaded code to "void Level_Loaded()"

"bool IsPlayerStealth[128]; // global array" is in global scope.

```
class Hubba_Stealth : public ScriptImpClass {
void Created(GameObject *obj);
void Killed(GameObject *obj,GameObject *shooter);
};
added that to gmmain.h
```

And the rest should be fine. I'm pretty sure everyting else is right but is the join code in right place?
