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Subject: Re: Stealth command help

Posted by [Hubba](#) on Thu, 22 Oct 2009 20:44:03 GMT

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reborn wrote on Thu, 22 October 2009 15:38 And you changed the chat hook?

You should post the code really. To be honest, I was writing that at work from my head, it was more to give you the direction than anything else...

Join\_hook

```
void Player_Join_Hook(int i,const char *Nick) {

    for (int a = 1; a < 128; a++){
        if(IsPlayerStealth[a] == true){
            Commands->Enable_Stealth(Get_GameObj(a),true);
        }
    }
    VetAddPlayer(i);
    if (!Data->Plugins.empty()) {
        std::vector<PluginInfo*>::const_iterator it;
        for (it = Data->Plugins.begin();it != Data->Plugins.end(); ++it) {
            if ((*it)->Type == Plugin) {
                if ((*it)->PlayerJoinHookHandle) {
                    (*it)->PlayerJoinHookHandle(i,Nick);
                }
            }
        }
    }
    if (Settings->GameMode == 2) {
        CTF_Player_Join(i);
    }
}
```

Level\_loaded

```
void Level_Loaded() {
    strncpy(Data->CurrMap,The_Game()->MapName,29);
    Settings->Load();

    Attach_Script_All_Buildings_Team(2,"MDB_SSGM_Building","",true);
    Attach_Script_All_Turrets_Team(2,"MDB_SSGM_Base_Defense","",true);

    for (int a = 1; a < 128; a++){
        IsPlayerStealth[a] = false;
    }
    if (Settings->EnableNewCrates) {
        Crate_Level_Loaded();
    }
    if (Settings->Gamelog) {
```



```
Console_Input(StrFormat("ppage %d You need $1000.",ID).c_str());
}
};
ChatCommandRegistrant<StealthChatCommand>
StealthChatCommandReg("!ss;!StealthSuit;!SS;!stealthsuit",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

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

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

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