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Subject: Re: Stealth command help

Posted by [reborn](#) on Sun, 25 Oct 2009 22:54:56 GMT

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So you're saying that they need to actually have a GameObject themselves before you use the stealth command on someone else?

In that case you could still do it on player join, just make sure you do a conditional like:

```
if(Get_GameObj(ID)){
// The player that joined has a GameObject, so i'll do my little loop here now...
//my loop
}
else{
// That slow ass loading fucker doesn't have a GameOnbject yet
// So I will create an object myself here, and attach a script to it that has a timer on it.
//define and initialise the pos here
Vector3 pos;
pos.X = 0.0f;
pos.Y = 0.0f;
pos.Z = 0.0f;
//Code here to create a gameobject, something like GameObject *invis =
Commands->Create_Object("InvisObject", pos);
//attach script to the object here
}
```

Your script should basically just have a created and timer\_expired event that loops every 0.5 seconds or whatever, and each iteration of it should check to see if that player ID has a gameobject yet, if it does, then do the loop to -re-set the players to stealth, if not, then do the Command->start\_timer to continue the loop again...

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