
Subject: Re: Stealth command help

Posted by [reborn](#) on Tue, 27 Oct 2009 17:11:55 GMT

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'i' in the join hooks function argument list is actually the ID.

However, I would be super careful assuming they have a GameObject * at that point...

Better to do:

```
if(Get_GameObj(i)){
//attach the script to the player
}
else{
//create an object yourself, then attach the script to that object which waits until the player has a
gameobject and has loaded (like discussed earlier).
}
```
