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Subject: Re: Stealth command help

Posted by [reborn](#) on Tue, 27 Oct 2009 18:30:15 GMT

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Hubba wrote on Tue, 27 October 2009 13:18

Like :

```
if(Get_GameObj(i)){
Attach_Script_Once(i,"Test_hubba","");
}
?
```

No, like:

```
if(Get_GameObj(i)){
Attach_Script_Once(Get_GameObj(i),"Test_hubba","");
}
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).
}
```

or:

```
GameObject *playerobject = Get_GameObj(i);
if(playerobject){
Attach_Script_Once(playerobject,"Test_hubba","");
}
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).
}
```