
Subject: Re: Stealth command help

Posted by [Hubba](#) on Tue, 27 Oct 2009 18:56:49 GMT

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Thanks that works and i know that i have to make an object.

So in ur earlier post you said i had to make something like this:

```
else {  
Vector3 pos;  
pos.X = 0.0f;  
pos.Y = 0.0f;  
pos.Z = 0.0f;  
GameObject *invis = Commands->Create_Object("InvisObject", pos);  
//Attach script to check if gameobject exists  
}
```

Now i just how to think how to make the script for that.

EDIT-----

Shit i got already a problem. The script wont attach to the invis object.

```
else {  
  
Vector3 pos;  
pos.X = 0.0f;  
pos.Y = 0.0f;  
pos.Z = 0.0f;  
GameObject *invis = Commands->Create_Object("InvisObject", pos);  
Attach_Script_Once(invis, "Test_hubba1", "");  
}
```
