Subject: Re: Stealth command help
Posted by Hubba on Tue, 27 Oct 2009 20:10:34 GMT
View Forum Message <> Reply to Message

reborn wrote on Tue, 27 October 2009 13:29It absolutely will attach to an invis object. Did you remember the scripts registrant?

//edit

I see what you're doing wrong.. It's "Invisible_Object", not "Invis_Object".

That did the trick.

Okey i got it work. But i want you to take a look:

```
Join_hook
if(Get_GameObj(i)){
Attach_Script_Once(Get_GameObj(i),"Test_hubba","");
}
else {
Vector3 pos;
pos.X = 0.0f;
pos.Y = 0.0f;
pos.Z = 0.0f;
GameObject *invis = Commands->Create_Object("Invisible_Object", pos);
Attach_Script_Once(invis,"Test_hubba1","");
```


```
Test_hubba1

void Test_hubba1::Created(GameObject *obj){
Commands->Start_Timer(obj,this,1.0f,1);
}

void Test_hubba1::Timer_Expired(GameObject *obj,int ID)
{
if(Get_GameObj(ID)){
 for (int a = 0; a < 128; a++){
 if(IsPlayerStealth[a] == true){
 Commands->Enable_Stealth(Get_GameObj(a),true);
   }
}

}
else {
Attach_Script_Once(obj,"Test_hubba1","");
  }
```

```
}

Test_hubba
void Test_hubba::Created(GameObject *obj){
  Commands->Start_Timer(obj,this,5.0f,1);
}

void Test_hubba::Timer_Expired(GameObject *obj,int number)
{
  if (number == 1){
for (int a = 0; a < 128; a++){
 if(IsPlayerStealth[a] == true){
 Commands->Enable_Stealth(Get_GameObj(a),true);
       }
    }
}
}
```

Now it depends on how fast you load. If i put in hubba_test1 the timer to for example 0.5 then it would be way to fast. But 1.0 works for me. But if we got a really slow player then it wouldnt work? Well i could put the timer to like 5.0 like i have in hubba_test then i would get most of the players.

Yes i dont really know if i coded anything right in hubba_test1 so if you could take a look it would be nice.