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Subject: Re: Stealth command help

Posted by [reborn](#) on Wed, 28 Oct 2009 15:19:32 GMT

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Perhaps there is an issue with the actual stealth comamnd then. I haven't really looked at it.

The important thing with timers is that you should try to not have them looping all the time and keep re-attaching scripts. It's not ideal.

I'm glad you got it working though! We got there in the end buddy!

Why don't you try making the command only work for Nod players, and only work if the Hand of Nod is not dead..?

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