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Subject: Re: Stealth command help

Posted by [Hubba](#) on Wed, 28 Oct 2009 15:59:32 GMT

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reborn wrote on Wed, 28 October 2009 09:19 Perhaps there is an issue with the actual stealth command 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..?

There is only a few issues left

When the character buys another char using PT or kill himself will make the IsplayerStealth still to be true. (if the player bought a stealth suit earlier in the game.)

Is there a way to see if the char has been changed?

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