
Subject: Re: Stealth command help

Posted by [Hubba](#) on Wed, 28 Oct 2009 18:09:42 GMT

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reborn wrote on Wed, 28 October 2009 11:31Chage Hubba_Player to this:

```
void Hubba_Player::Created(GameObject *obj){
IsPlayerStealth[Get_Player_ID(obj)] = false; //This line ensures that when a player is spawned
(including new purchases) the array is updated to not include them as a stealth player, which is
why you was getting that glitch.
if(firstspawn[Get_Player_ID(obj)] == true){
for (int i = 1; i < 128; i++){
if(IsPlayerStealth[i] == true && Get_GameObj(i)){
Commands->Enable_Stealth(Get_GameObj(i),true);
}
}
firstspawn[Get_Player_ID(obj)] = false;
}
```

Please consider adding conditions for making sure the player is team Nod and they Hand Of Nod must be alive for the command to work. I am not keen on these commands really, I hope you at least consider this...

Now come on... Who are you?

I just want to say this that I really appreciate that you took time for helping me out. I have learned lots from you. Thanks reborn! And Thanks to everyone else that tried to help

And who i am? Sorry but what answer do you want on this lol? I'm just a renegade player. I wanted to try how hard scripting could be. I got inspired while playing on all this modded servers

I still got millions of other questions lol. But maybe I will ask them another day.
