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Subject: Help Chat command.

Posted by [crysis992](#) on Sun, 17 Oct 2010 20:51:54 GMT

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Hello,

I tried to make a stealth command, but im just a beginner there, and i want that the command cost 900. But it should be set in the ssgm.ini that i can change the costs if needed.  
Can anyone help me with this?

```
class stealthChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType)
{
    GameObject *obj = Get_GameObj(ID);
    Commands->Enable_Stealth(obj,1);
    Create_2D_WAV_Sound_Player(obj,"m00puss_aqob0002i1evag_snd.wav");
    FDSMessage(StrFormat("%s bought a stealth suit!",Get_Player_Name_By_ID(ID)),"_ALERT");

};
};
```

```
ChatCommandRegistrant<stealthChatCommand>
stealthChatCommandReg("!stealthsuit",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

+ another request.

Atm it give me a character stealth suit, whats the code for to stealth a vehicle?

,  
crysis992

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