
Subject: Is_Object_Visible explanation

Posted by [\[KH\]LordOfDeath](#) on Wed, 13 Jun 2012 16:40:54 GMT

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Hey i need a little explanation how to use "Is_Object_Visible(GameObject *Obj,GameObject *Visible);" function correctly

i wanna check if a player is NOT visible (spy) but i dont get the 2 parameters thing

1 parameter is the player GameObject right? but whats the other

if here is some1 who can tell me how to get if a player is visible or not visible pls feel free to reply

LordOfDeath
