
Subject: Re: Is_Object_Visible explanation

Posted by [\[KH\]LordOfDeath](#) on Wed, 13 Jun 2012 17:09:29 GMT

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thx for the fast reply^^

is there a way just to check if a player is visible without an object who "looks" to the player?

i want let the spy can read the enemie's team chat
but i needa check to prevent normal SBHs to get the enemy team msgsg

my idea to check for spy if objekt is created is down xD
its cus object gets created and after this it get its invisible status so i cant use it -.-

i think about edit the ssgm crate source to write the spy player id in to a file where the chat hook
get its "spy info" what do i after spy is dead? i can recheck on the object destroyed or player
leave event. but how can i single check the visibility of a player?

is my idea possible to send enemie's teamchat to a spy? xD if not i let the project die^^

EDIT: thx for the line ill check later^^
