
Subject: Re: Is_Object_Visible explanation
Posted by [Ethenal](#) on Wed, 13 Jun 2012 19:27:40 GMT
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By "visible" it sounds like you're talking about whether an object is cloaked or not, not if it's simply visible to another object (I don't know that that even takes stealthing into account either). You could always make a Spy_Script then attach it to the spy when they pick up the crate and if you want to check if somebody's a spy, simply do

```
if (Is_Script_Attached(obj,"My_Spy_Script"))  
{  
    ...do stuff for spies  
}
```
