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Subject: Re: Is\_Object\_Visible explanation

Posted by [Whitedragon](#) on Wed, 13 Jun 2012 22:07:55 GMT

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Put this in a chat hook and it will send the enemy's team chat to any players that Commands->Set\_Is\_Visible has been used on.

```
if (Type == TEXT_MESSAGE_TEAM) {  
    int Team = Get_Player_Team(ID);  
    cScTextObj *ChatEvent = 0;  
    for (SLNode<SoldierGameObj> *z = GameObjManager::StarGameObjList.Head(); z; z =  
        z->Next()) {  
        SoldierGameObj *Soldier = z->Data();  
        if (!Soldier->Is_Visible() && Soldier->Get_Player_Type() != Team) {  
            if (!ChatEvent) {  
                ChatEvent = Send_Client_Text(Msg, TEXT_MESSAGE_TEAM, false, ID, -1, false, false);  
            }  
            ChatEvent->Set_Object_Dirty_Bits(Get_Player_ID(Soldier), NetworkObjectClass::BIT_CREATI  
ON);  
        }  
    }  
}
```

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#### File Attachments

1) [Screenshot.182.JPG](#), downloaded 554 times

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wtdragon5: test  
wtdragon6: test



NE



wtdragon7

Cred  
Time