
Subject: Re: is stealth

Posted by [Whitedragon](#) on Fri, 13 Jul 2012 22:47:10 GMT

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Is_Stealth_Enabled was added in beta 5 and is what you want, however it seems to be broken and only works for soldiers. You can try SmartGameObj::Is_Stealth_Enabled instead, except it isn't exported. Try adding the following to your plugin and see if it works.

```
bool SmartGameObj::Is_Stealth_Enabled()
{
    return StealthEnabled;
}
```