
Subject: is stealth

Posted by [robbyke](#) on Fri, 13 Jul 2012 17:13:13 GMT

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the function Is_Stealth(GameObject *obj)

only checks if the object really is stealth at that moment isnt there a check if someone has stealth activated?

edit :

fixed it had to write a new funtion but it got it done

Subject: Re: is stealth

Posted by [iRANian](#) on Fri, 13 Jul 2012 17:21:45 GMT

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What did you write?

Subject: Re: is stealth

Posted by [robbyke](#) on Fri, 13 Jul 2012 17:30:54 GMT

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i tried to use

```
->Is_Stealth_Enabled();
```

but it gives unresolved external symbol

there is a function for soldiers but i need a check for both of em

so i actually didnt fix it

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;
}
```

Subject: Re: is stealth
Posted by [robbyke](#) on Fri, 13 Jul 2012 22:51:15 GMT
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so if i would add it into my plugin it will work? seems weird

and yes i found that but i never knew i could just copy paste it into my plugin

edit :

ok that totally doesnt work
