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Subject: Re: "Invisible" Mode

Posted by [reborn](#) on Mon, 20 Nov 2006 16:08:59 GMT

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```
void KAK_Spectator_Mode::Created(GameObject *obj) {
    if (Commands->Get_ID(Get_Vehicle_Return(obj)) != Commands->Get_ID(obj))
    Commands->Apply_Damage(Get_Vehicle(obj),99999,"Explosive",0);
    Commands->Disable_Physical_Collisions(obj);
    Commands->Set_Model(obj,"None");
    Toggle_Fly_Mode(obj);
    Commands->Set_Is_Visible(obj,false);
    Commands->Give_Powerup(obj,"POW_Ammo_Regeneration",false);
    Commands->Start_Timer(obj,this,0.1f,1);
}
```

```
void KAK_Spectator_Mode::Damaged(GameObject *obj, GameObject *damager, float damage) {
    if (Commands->Get_Player_Type(damager) < 2)
    Commands->Set_Player_Type(obj,Commands->Get_Player_Type(damager));
    Commands->Set_Health(obj,Commands->Get_Max_Health(obj));
    Commands->Set_Shield_Strength(obj,Commands->Get_Max_Shield_Strength(obj));
}
```

```
void KAK_Spectator_Mode::Custom(GameObject *obj, int message, int param, GameObject
*sender) {
    if (message == 2520) {
        Commands->Destroy_Object(obj);
        Destroy_Script();
    }
}
```

```
void KAK_Spectator_Mode::Timer_Expired(GameObject *obj, int number) {
    if (number == 1) {
        Commands->Select_Weapon(obj,"Weapon_MineTimed_Player");
        Commands->Start_Timer(obj,this,0.1f,1);
    }
}
```

```
ScriptRegistrant<KAK_Spectator_Mode>
```

```
KAK_Spectator_Mode_Registrant("KAK_Spectator_Mode","");
```

```
class KAK_Spectator_Mode : public ScriptImpClass {
    void Damaged(GameObject *obj, GameObject *damager, float damage);
    void Custom(GameObject *obj, int message, int param, GameObject *sender);
    void Created(GameObject *obj);
    void Timer_Expired(GameObject *obj, int number);
    int OriginalTeam;
};
```

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