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Subject: Re: Music

Posted by [\\_SSnipe\\_](#) on Sun, 08 Jul 2007 21:26:52 GMT

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o nice ty i think iv seen that script before

ok here soem more questions

1)how can i make a tank stealth? without it being part of a code i know in a code like

!tank

```
class tankChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    if(Is_Mod(Get_Player_Name_By_ID(ID))
    {
        <commands here>
        Commands->Enable_Stealth(obj,true);
    }
};
ChatCommandRegistrant<tankCommand>
tankCommandReg("!tank",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

```
//*****
```

but what im trying to do is i can make a code to mAYBE make a tank stelath but how can i make it so the present

GDI\_Humm-vee\_Player

is always stealth without a command

so like it dont matter if i buy it in a pt or get it from crate but it will coem out as a stelath vech without a commmand? is there a code to edit presets?

2) is there a script to prevent a building from taking damage?

3) also reborn remember the spectate command u gave me? how can we fix the thinsg that makes it leave shawdows and footsteps?

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