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Subject: Re: Music

Posted by [reborn](#) on Sun, 08 Jul 2007 23:50:31 GMT

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For the stealth vehicles...

void MDB\_SSGM\_Vehicle is attached to all vehicles. If you used the command on ::created to set it as a stealth vehicle it should make all vehicles stealth for cp users. It will be totally unfair for people that use the cp, and be a dis-advantage for people who can be arsed to download and install it. Not really rewarding.

For the buildings...

Make a script that uses these statements.

```
Commands->Set_Shield_Type(obj,"Blamo");  
Set_Damage_Points(obj,0.0f);  
Set_Death_Points(obj,0.0f);
```

Then attach it to the buildings using level edit, or do it directly using the source code:

```
Is_SoldierFactory(obj)  
Is_VehicleFactory(obj)  
etc etc etc...
```

For the spectator thing...

Make sure you use these statements, if he is flying then he might not make footstep sounds anyway? I'm not sure I have never looked into it in much detail...

```
Commands->Set_Is_Visible(obj,0); Commands->Set_Model(obj,"null");  
Commands->Display_Health_Bar(obj, false);  
Commands->Enable_HUD(false);
```

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