
Subject: Re: [Code] SSGM2.02 Custom Commands
Posted by [Gen_Blacky](#) on Tue, 21 Apr 2009 02:20:51 GMT
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wittebolx wrote on Mon, 20 April 2009 06:06Quote:Stealth Suit.
Info: Stealths you and/or your vehicle Client needs up-to-date scripts.

Usage: !ss

```
class ssChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
    GameObject *X = Get_Vehicle(obj);
        const char * Name = Get_Player_Name(obj);
        Console_Input(StrFormat("msg %s got a Steath Suit.",Name).c_str());
Commands->Enable_Stealth(obj,true);
Commands->Enable_Stealth(X,true);
    }
};
ChatCommandRegistrant<ssChatCommand>
ssChatCommandReg("!ss",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

Remember that when a player leaves the game joins afterwards he can see the people that are supposed to be stealthed!

just reattach the script every time a player joins
