
Subject: Re: Stealth command help

Posted by [YazooGang](#) on Thu, 22 Oct 2009 01:26:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

Reattaching the script when player joins is a hard thing i would ignore that.

Here is what i got and hope it works!

I havent compiled or tested this so please tell me if somethings word ok?

Ok, so what this does is when you type in command !ss it takes your money and attaches you a "Hubba_Stealth" scripts. The script is a timer and what this does is activates a timer that is over in 0.01 and it enables Stealth event in your character and then it starts another timer that is over in 3 seconds. So, why is the first one 0.01(sec) and this one is 3(sec) because when you type in !ss you will have to wait 3 seconds to have a stealth event. So now when you type in !ss you will have it in less than a second. So, then when 3 seconds is over it will give you stealth effect again replace or whatever the original one and start another time. This will loop untill you die. So, when a person joins, your chars stealth will be enabled in every 3 seconds and that new person will see you as a stealth soldier. Good luck!

gmmain.CPP (replace the original command with this)

```
class StealthChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
Gameobject *obj = Get_GameObj(ID);
float Credits = Commands->Get_Money(obj);

if(Credits >= 1000){
Commands->Give_Money(obj,-1000,false);
char message[256];
sprintf(message,"msg %s bought a Stealhsuit", Get_Player_Name_By_ID(ID));
Console_Input(message);
//Commands->Enable_Stealth(obj,true);
Commands->Attach_Script(obj,"Hubba_Stealth","");
}
else {
Console_Input(StrFormat("ppage %d You need $1000.",Get_Player_ID(obj)).c_str());
}
}
};
ChatCommandRegistrant<StealthChatCommand>
StealthChatCommandReg("!ss",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

gmmain.CPP - add this also

```
void Hubba_Stealth::Created(GameObject *obj)
{
```

```
Commands->Start_Timer(obj,this,0.01,1);  
}
```

```
void Hubba_Stealth::Timer_Expired(GameObject *obj,int number)
```

```
{  
    if (number == 1){  
        Commands->Enable_Stealth(obj,true);
```

```
        Commands->Start_Timer(obj,this,3,1);
```

```
    }  
}
```

```
ScriptRegistrant<Hubba_Stealth> Hubba_Stealth_Registrant("Hubba_Stealth","");
```

gmmain.H - add this also, its for the script Hubba_Stealth

```
class Hubba_Stealth : public ScriptImpClass {  
void Created(GameObject *obj);  
void Timer_Expired(GameObject *obj,int number);  
};
```

And last thing is to test it out. If it works have fun, no credits needed.