
Subject: Re: Stealth command help

Posted by [cAmpa](#) on Sat, 24 Oct 2009 12:47:09 GMT

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Hubba wrote on Sat, 24 October 2009 14:44: Okey i have been trying to get it work but i dont know what is wrong.

I changed my level_load code to:

```
char message[256];
for (int a = 0; a < 128; a++){
  IsPlayerStealth[a] = false;
  sprintf(message,"msg Set all to false","");
  Console_Input(message);
}
```

The message was just to see if it acctully load that part. I see the messages in console.

Then I changed join_hook

```
For (int a = 0; a < 128; a++){
  if(IsPlayerStealth[a] == false){
    char message[256];
    sprintf(message,"msg Set stealth to all true","");
    Console_Input(message);
    Commands->Enable_Stealth(Get_GameObj(a),true);
  }
}
```

I get the "Set stealth to all true" 128 times in console when some1 joins. But ofcourse you dont get stealth when you join because you change character to "GDI Soldier or Nod Soldier" after the stealth code.

But then if another player joins he should see the other guy stealth since "isPlayerStealth" is still false to the first guy.

Now i'm really confused this should work...

Btw when is script 4.0 gonna be realeased?

It will work and probably crash.

```
Quote:GameObject *obj = Get_GameObj(a);
if (obj)
{
  Commands->Enable_Stealth(obj,true);
}
```