Subject: Re: Stealth command help
Posted by Hubba on Sun, 25 Oct 2009 21:18:42 GMT
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reborn wrote on Sun, 25 October 2009 14:44The method I posted should work, I just did not have time this morning to go through it. I would try to focus on the method I suggested rather than string comparisons.

What you would need to do BTW for the method you was just trying is get_preset_name, or something to that effect, then strstr.

http://www.cplusplus.com/reference/clibrary/cstring/strstr/

The problem is that the script goes on before the player is ingame. If the script would execute first when the player has fully loaded the game it would work i think.