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Subject: Re: Stealth command help

Posted by [reborn](#) on Mon, 26 Oct 2009 06:35:22 GMT

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nopol10 wrote on Sun, 25 October 2009 19:08SSGM has a script called MDB\_SSGM\_Player or something along that line that gets attached to every player GameObject, maybe you could try editing from there.

Or attach your own script from the object hook to players (just like the script nopol mentioned) that has a static bool firstspawn; variable. So on the ::Created event you have a switch like set-up...

```
void hubbaplayer::Created(GameObject *obj){
staticbool firstspawn = false;
if(firstspawn == false){ // Code will only be called once when the player joins
// Do the loop here
firstspawn = true;
}

}
```

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