Subject: Re: Stealth command help
Posted by Hubba on Mon, 26 Oct 2009 16:01:41 GMT

reborn wrote on Mon, 26 October 2009 00:35nopol10 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;
}

}

Ok now the player is "inside" the game before the script starts but it still wont work.

For example:
Player1 joins the game the script will set stealth suit to all players (i dont know why player1 dosent get one)

Player2 join the game after player1. Player1 get then a stealth suit and player2 wont get one. But player2 can still see player1 un-stealthed.

Now i dont know what to do...