
Subject: Re: Stealth command help

Posted by [Hubba](#) on Mon, 26 Oct 2009 19:26:21 GMT

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reborn wrote on Mon, 26 October 2009 19:44I've kinda lost the plot with what it is you're doing now...

Basically you want a command that allows a player to purchase a stealth suit? You seem to of changed what your final goal is somewhere along the thread, unless I am reading your posts incorrectly?

The thing i want is when a player buys a stealth suit using command !ss. And then if another player joins the game AFTER the first player have bought the stealth suit then he should see the first guy stealth.

But I have skipped the whole command thing for now. Just to make it as simple as possible. Because i can easily add that in if i get this first thing to work:

So this is what i have:

Global array

```
bool IsPlayerStealth[128]; // global array
```

Level_load hook sets IsPlayerStealth to false to all players.

```
for (int a = 0; a < 128; a++){  
    IsPlayerStealth[a] = false;  
}
```

Then in join_hook if IsPlayerStealth == false (which all players are) then it will add stealth suit to all of them.

```
for (int a = 0; a < 128; a++){  
    if(IsPlayerStealth[a] == false){  
Commands->Enable_Stealth(Get_GameObj(a),true);  
    }  
}
```

But the problem is as i explained in the example before is that The other player that joins the game after the first player still will see the other player un-stealthed even if he gets a Stealth_suit.

+ I have also tried to use ObjectHookCall so the script gets called after the player is ingame. But that wont work either.