
Subject: Re: Stealth command help

Posted by [Hubba](#) on Tue, 27 Oct 2009 14:04:14 GMT

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How can i add this to my join hook:

```
GameObject *obj = Get_GameObj(ID);
Attach_Script_Once(obj,"Test_hubba","");
Without getting errors? I need to declare the "ID" somehow.
```

When my join_hook looks like this:

```
void Player_Join_Hook(int i,const char *Nick) {

VetAddPlayer(i);
if (!Data->Plugins.empty()) {
    std::vector<PluginInfo*>::const_iterator it;
    for (it = Data->Plugins.begin();it != Data->Plugins.end(); ++it) {
        if ((*it)->Type == Plugin) {
            if ((*it)->PlayerJoinHookHandle) {
                (*it)->PlayerJoinHookHandle(i,Nick);
            }
        }
    }
}
if (Settings->GameMode == 2) {
    CTF_Player_Join(i);
}

}
```