
Subject: Re: Stealth command help

Posted by [reborn](#) on Tue, 27 Oct 2009 20:30:26 GMT

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Hubba wrote on Tue, 27 October 2009 15:10reborn wrote on Tue, 27 October 2009 13:29It absolutely will attach to an invis object. Did you remember the scripts registrant?

//edit

I see what you're doing wrong.. It's "Invisible_Object", not "Invis_Object".

That did the trick.

Okey i got it work. But i want you to take a look:

```
Join_hook
if(Get_GameObj(i)){
Attach_Script_Once(Get_GameObj(i),"Test_hubba","");
}
else {
Vector3 pos;
pos.X = 0.0f;
pos.Y = 0.0f;
pos.Z = 0.0f;
GameObject *invis = Commands->Create_Object("Invisible_Object", pos);
Attach_Script_Once(invis,"Test_hubba1","");
```

Test_hubba1

```
void Test_hubba1::Created(GameObject *obj){
Commands->Start_Timer(obj,this,1.0f,1);
}

void Test_hubba1::Timer_Expired(GameObject *obj,int ID)
{
if(Get_GameObj(ID)){
for (int a = 0; a < 128; a++){
if(IsPlayerStealth[a] == true){
Commands->Enable_Stealth(Get_GameObj(a),true);
}
}
}
else {
Attach_Script_Once(obj,"Test_hubba1","");
}
}
```

```

}

Test_hubba
void Test_hubba::Created(GameObject *obj){
    Commands->Start_Timer(obj,this,5.0f,1);
}

void Test_hubba::Timer_Expired(GameObject *obj,int number)
{
    if (number == 1){
    for (int a = 0; a < 128; a++){
        if(IsPlayerStealth[a] == true){
            Commands->Enable_Stealth(Get_GameObj(a),true);
        }
    }
}
}
}

```

Now it depends on how fast you load. If i put in hubba_test1 the timer to for example 0.5 then it would be way to fast. But 1.0 works for me. But if we got a really slow player then it wouldnt work? Well i could put the timer to like 5.0 like i have in hubba_test then i would get most of the players.

Yes i dont really know if i coded anything right in hubba_test1 so if you could take a look it would be nice.

hubba_test1 is not correct, infact it's wrong on several levels...

I am watching a movie and do not have time to correct it for you right now. However, the following is something that when I was first looking at the API and trying to figure shit out, I would of appreciated someone showing me...

```

void Test_hubba1::Created(GameObject *obj){
    Commands->Start_Timer(obj,this,1.0f,1); //number 1 at the end is kinda like a unique timer event...
}

```

```

void Test_hubba1::Timer_Expired(GameObject *obj,int number){
    if(number == 1){ // this here is your number 1 from the previous comment
    // do some crap here, check if the dude has a GameObject yet...
    Commands->Start_Timer(obj,this,1.0f,1); // omg, it will loop again every second forever...
    }
}
}

```

```

void Test_hubba1::Created(GameObject *obj){
    Commands->Start_Timer(obj,this,1.0f,1);
}

```

```
Commands->Start_Timer(obj,this,10.0f,2);
Commands->Start_Timer(obj,this,50.0f,3);
}
```

```
void Test_hubba1::Timer_Expired(GameObject *obj,int number){
if(number == 1){// this is triggered after a seconds...

}
else if(number == 2){// this is triggered after 10 seconds...

}
else if(number == 3){// this is triggered after 50 seconds...

}
}
```

```
void Test_hubba1::Created(GameObject *obj){
Commands->Start_Timer(obj,this,1.0f,1); //number 1 at the end is kinda like a unique timer
event...
}
```

```
void Test_hubba1::Timer_Expired(GameObject *obj,int number){
if(number == 1){
if(1 == 1){ // Just an example conditional.. you could for example check to see if the player is a
gameobject here!!! :0
printf("1 equals 1");
Commands->Start_Timer(obj,this,1.0f,1);
}
else{// one does not equal 1, this is a break in the timer loop... The conditional does not pass, and
there is no timer start in this statment

}
}
}
```
