
Subject: Re: Stealth command help

Posted by [reborn](#) on Wed, 28 Oct 2009 08:37:47 GMT

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I still think it would be better to do this on the players Created event, no need for the timers then... It's a bit better in my opinion.

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

```
void Player_Join_Hook(int i,const char *Nick) {
firstspawn[i] = true;
IsPlayerStealth[i] = false;
// etc etc etc
```

Then in the object hook, where it attaches the SSGM player script, also attach Hubba_Player (or whatever)...

```
void Hubba_Player::Created(GameObject *obj){
if(firstspawn[Get_Player_ID(obj)] == true){
for (int i = 1; i < 128; i++){
if(IsPlayerStealth[i] == true && Get_GameObj(i)){
Commands->Enable_Stealth(Get_GameObj(i),true);
}
}
firstspawn[Get_Player_ID(obj)] = false;
}
```

On the level_loaded event I would for loop through the array and set all the elements to false (just to make sure they are all false at the start of the map).

```
for (int i = 1; i < 128; i++){
IsPlayerStealth[i] = false;
}
```

You would need to set the players to true in this array when they become stealth, and false when they die. I would do something like this:

```
class StealthChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
GameObject *obj = Get_GameObj(ID);
float Credits = Commands->Get_Money(obj);
```

```

if(Credits >= 1000){
    Commands->Give_Money(obj,-1000,false);
    char message[256];
    sprintf(message,"msg %s bought a Stealhsuit", Get_Player_Name_By_ID(ID));
    Console_Input(message);
    //Commands->Enable_Stealth(obj,true);
    Commands->Attach_Script(obj,"Hubba_Stealth","");
}
else {
    Console_Input(StrFormat("ppage %d You need $1000.",ID).c_str());
}
};
ChatCommandRegistrant<StealthChatCommand>
StealthChatCommandReg("!ss;!StealthSuit;!SS;!stealhsuit",CHATTYPE_ALL,0,GAMEMODE_AOW);

```

```

void Hubba_Stealth::Created(GameObject *obj)
{
    Commands->Enable_Stealth(obj,true);
    IsStealthPlayer[Get_Player_ID(obj)] = true;
}

```

```

void Hubba_Stealth::Killed(GameObject *obj,GameObject *shooter)
{
    IsStealthPlayer[Get_Player_ID(obj)] = false;
}
ScriptRegistrant<Hubba_Stealth> Hubba_Stealth_Registrant("Hubba_Stealth","");

```

```

class Hubba_Stealth : public ScriptImpClass {
void Created(GameObject *obj);
void Killed(GameObject *obj,GameObject *shooter);
};

```

Also, who are you? It is not often that someone new comes to these forums who starts picking up the API.