Subject: Re: Stealth command help
Posted by reborn on Wed, 28 Oct 2009 17:31:16 GMT
View Forum Message <> Reply to Message

Chage Hubba_Player to this:

```
void Hubba_Player::Created(GameObject *obj){
IsPlayerStealth[Get_Player_ID(obj)] = false; //This line ensures that when a player is spawned
(including new purchases) the array is updated to not include them as a stealth player, which is
why you was getting that glitch.
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;
}
```

Please consider adding conditions for making sure the player is team Nod and they Hand Of Nod
must be alive for the command to work. I am not keen on these commands really, I hope you at
least consider this...

Now come on... Who are you?