
Subject: Re: Is_Object_Visible explanation
Posted by [iRANian](#) on Wed, 13 Jun 2012 21:35:35 GMT
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Is_Visible() refers to the ability of objects with AI on them (e.g. turrets and the Obelisk) to "see" an object and thereby target it.

Is_Rendered() can be used to check if an object is rendered or not.

Is_Stealth() will tell you if an object is stealthed or not.
