Subject: Re: Stealth Suit POW
Posted by Jerad2142 on Wed, 05 Mar 2014 18:31:42 GMT

Sorry didn't read

Then yes,
```
void Enable_Stealth_Poke::Poked(GameObject *obj, GameObject *poker)
{
Commands->Enable_Stealth(poker,true);
}
```

would work, but if you wanted something that goes away after a time period you could also do:

```
void Enable_Stealth_Poke::Poked(GameObject *obj, GameObject *poker)
{
  Commands->Attach_Script(poker,"TDA_Stealth_Armor","300.0");// 300 seconds
  Commands->Send_Custom_Event(obj,poker,1000,0,0);
}
```