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Subject: "Invisible" Mode

Posted by [trooprm02](#) on Mon, 20 Nov 2006 01:09:32 GMT

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I remember once reading about, I think it was CS or Cloudybot having somekind of option where mods could go into an invible mode, where other players could only hear thier footsteps (or something like that), and this was using to follow around ingame cheaters and such, anyone know more about this?

Is this in the scipts or is it modded for the bot, etc?

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Subject: Re: "Invisible" Mode

Posted by [Rev](#) on Mon, 20 Nov 2006 03:44:22 GMT

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in scipts.

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Subject: Re: "Invisible" Mode

Posted by [Stallion](#) on Mon, 20 Nov 2006 14:52:23 GMT

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how?????

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Subject: Re: "Invisible" Mode

Posted by [Renx](#) on Mon, 20 Nov 2006 15:06:24 GMT

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transforming into a very small object, or an object that has no model probably.

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Subject: Re: "Invisible" Mode

Posted by [Zion](#) on Mon, 20 Nov 2006 15:09:24 GMT

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The walking Worldbox

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Subject: Re: "Invisible" Mode

Posted by [trooprm02](#) on Mon, 20 Nov 2006 15:47:29 GMT

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revival65 wrote on Sun, 19 November 2006 21:44in scripts.

do you know anything more about this?  
what/ what version? commands?

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Subject: Re: "Invisible" Mode  
Posted by [reborn](#) on Mon, 20 Nov 2006 16:08:59 GMT  
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```
void KAK_Spectator_Mode::Created(GameObject *obj) {
    if (Commands->Get_ID(Get_Vehicle_Return(obj)) != Commands->Get_ID(obj))
        Commands->Apply_Damage(Get_Vehicle(obj),99999,"Explosive",0);
    Commands->Disable_Physical_Collisions(obj);
    Commands->Set_Model(obj,"None");
    Toggle_Fly_Mode(obj);
    Commands->Set_Is_Visible(obj,false);
    Commands->Give_Powerup(obj,"POW_Ammo_Regeneration",false);
    Commands->Start_Timer(obj,this,0.1f,1);
}
```

```
void KAK_Spectator_Mode::Damaged(GameObject *obj, GameObject *damager, float damage) {
    if (Commands->Get_Player_Type(damager) < 2)
        Commands->Set_Player_Type(obj,Commands->Get_Player_Type(damager));
    Commands->Set_Health(obj,Commands->Get_Max_Health(obj));
    Commands->Set_Shield_Strength(obj,Commands->Get_Max_Shield_Strength(obj));
}
```

```
void KAK_Spectator_Mode::Custom(GameObject *obj, int message, int param, GameObject
*sender) {
    if (message == 2520) {
        Commands->Destroy_Object(obj);
        Destroy_Script();
    }
}
```

```
void KAK_Spectator_Mode::Timer_Expired(GameObject *obj, int number) {
    if (number == 1) {
        Commands->Select_Weapon(obj,"Weapon_MineTimed_Player");
        Commands->Start_Timer(obj,this,0.1f,1);
    }
}
```

```
ScriptRegistrant<KAK_Spectator_Mode>
KAK_Spectator_Mode_Registrant("KAK_Spectator_Mode","");
```

```
class KAK_Spectator_Mode : public ScriptImpClass {
```

```
void Damaged(GameObject *obj, GameObject *damager, float damage);
void Custom(GameObject *obj, int message, int param, GameObject *sender);
void Created(GameObject *obj);
void Timer_Expired(GameObject *obj, int number);
int OriginalTeam;
};
```

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Subject: Re: "Invisible" Mode  
Posted by [danpaul88](#) on Mon, 20 Nov 2006 18:06:24 GMT  
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he is looking for console commands, of which there are none to do this.

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Subject: Re: "Invisible" Mode  
Posted by [reborn](#) on Mon, 20 Nov 2006 20:07:42 GMT  
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He could use that script and attach it to the neutral spawner, then use the force team change command. Kinda shitty, but =/

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Subject: Re: "Invisible" Mode  
Posted by [trooprm02](#) on Tue, 21 Nov 2006 14:58:28 GMT  
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Reborn wrote on Mon, 20 November 2006 14:07He could use that script and attach it to the neutral spawner, then use the force team change command. Kinda shitty, but =/

danpaul, you said this would be impossible because there was nothing about this in the scripts, and that you would only be able to do anything about it if jonwill added more to the scripts, well, it turns out it is in, and above is explained a way im pretty sure will be some what effective (or atleast work)

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Subject: Re: "Invisible" Mode  
Posted by [Goztow](#) on Tue, 21 Nov 2006 15:27:15 GMT  
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trooprm02 wrote on Tue, 21 November 2006 15:58Reborn wrote on Mon, 20 November 2006 14:07He could use that script and attach it to the neutral spawner, then use the force team change command. Kinda shitty, but =/

danpaul, you said this would be impossible because there was nothing about this in the scripts, and that you would only be able to do anything about it if jonwill added more to the scripts, well, it

turns out it is in, and above is explained a way im pretty sure will be some what effective (or atleast work)

Danpaul never said it was impossible, he said it was impossible for brenbot to do as brenbot can only do console commands. there's a difference between console commands and scripts.

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Subject: Re: "Invisible" Mode

Posted by [trooprm02](#) on Tue, 21 Nov 2006 18:12:55 GMT

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Couldnt you just bind it from the scripts to a command? ..

and also, listed above is another possible idea (by:Reborn)

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Subject: Re: "Invisible" Mode

Posted by [danpaul88](#) on Tue, 21 Nov 2006 18:15:44 GMT

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neutral spawners have to be done by editing the map.

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Subject: Re: "Invisible" Mode

Posted by [reborn](#) on Tue, 21 Nov 2006 19:26:01 GMT

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danpaul88 wrote on Tue, 21 November 2006 13:15neutral spawners have to be done by editing the map.

You can change there team and teleport them via the .dll. I used to think it was the only way too, untill I found out just how difficult/impossible it is to do by edditing the map.

You could just edit that script to teleport them too... and make them spawn high in the air (and attatch a no fall damage script to them too).

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