
Subject: invisible script

Posted by [Gen_Blacky](#) on Thu, 27 Sep 2007 06:36:59 GMT

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is there a script that will make the player invisible

Subject: Re: invisible script

Posted by [reborn](#) on Thu, 27 Sep 2007 07:45:59 GMT

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You mean a script you can attach to a player in level edit, or a zone or what?

Subject: Re: invisible script

Posted by [Gen_Blacky](#) on Fri, 28 Sep 2007 00:29:03 GMT

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yea something that you can attach to the player in c++ or level edit

Subject: Re: invisible script

Posted by [reborn](#) on Fri, 28 Sep 2007 06:15:15 GMT

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I don't know if one already exists, but it would be pretty easy to create one, just using set_model and then setting the model to "null" (which you can think of as 0, or just empty...).

Subject: Re: invisible script

Posted by [Gen_Blacky](#) on Fri, 28 Sep 2007 06:17:49 GMT

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yea thought about that will that make it so you cant damage player ?

Subject: Re: invisible script

Posted by [reborn](#) on Fri, 28 Sep 2007 06:19:12 GMT

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Nope, for that you would have to use the set_skin function and set the skin type to "blamo".

Subject: Re: invisible script

Posted by [Veyrdite](#) on Fri, 28 Sep 2007 06:27:42 GMT

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MX0_obelisk_weapon_DLS
attach that

Subject: Re: invisible script

Posted by [Gen_Blacky](#) on Fri, 28 Sep 2007 06:46:34 GMT

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o ok ill just set model to null in c++

Subject: Re: invisible script

Posted by [Gen_Blacky](#) on Fri, 28 Sep 2007 22:51:45 GMT

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k player is invisible put they cant shoot in 3rd person only first any way 2 fix that
