
Subject: is_stealth_enabled

Posted by [robbyke](#) on Fri, 23 Mar 2012 14:19:42 GMT

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i wanted to use it because is_stealth checks if a char is invisible at that exact moment.
however is_stealth_enabled gives linking errors is there some other way so i can check if a
veh/player can go invisble

solved :

```
const SmartGameObjDef *D = &obj->As_SmartGameObj()->Get_Definition();  
if(D->Is_Stealthed())
```
