
Subject: Stealth Suit POW

Posted by [Stallion](#) on Tue, 04 Mar 2014 10:09:50 GMT

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I made the stealth suit work on pick up using the tda_stealth_armor script, but when I put it in a purchase using jfw_powerup_buy_poke it doesn't work.

I use the powerup_buy script for many items and have checked my work several times but for some unknown reason you don't stealth when you buy it.

Does anyone know why this is happening?

Subject: Re: Stealth Suit POW

Posted by [Stallion](#) on Wed, 05 Mar 2014 01:58:16 GMT

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surely someone has gotten it to work

Subject: Re: Stealth Suit POW

Posted by [zunnie](#) on Wed, 05 Mar 2014 13:12:28 GMT

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You can only make it work if you write a script for it.

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

You'll have to code in some bool's though for cost and stuff.

Subject: Re: Stealth Suit POW

Posted by [Jerad2142](#) on Wed, 05 Mar 2014 13:42:29 GMT

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TDA_Stealth_Powerup if I recall correctly can be attached to make it work, that's a 3.4.4 script.

Subject: Re: Stealth Suit POW

Posted by [zunnie](#) on Wed, 05 Mar 2014 14:14:02 GMT

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Thats what he did. But the powerup buy from jonwil probably gives the powerup directly so the 'pickup' event never triggers on it.

Subject: Re: Stealth Suit POW

Posted by [Jerad2142](#) on Wed, 05 Mar 2014 18:31:42 GMT

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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);
}
```

Subject: Re: Stealth Suit POW

Posted by [Stallion](#) on Thu, 06 Mar 2014 09:52:27 GMT

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Thanks again, my first custom script is in.
