
Subject: Re: Stealth command help

Posted by [Hubba](#) on Tue, 27 Oct 2009 18:18:25 GMT

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reborn wrote on Tue, 27 October 2009 11:11'i' in the join hooks function argument list is actually the ID.

However, I would be super careful assuming they have a `GameObject *` at that point...

Better to do:

```
if(Get_GameObj(i)){
//attach the script to the player
}
else{
//create an object yourself, then attach the script to that object which waits until the player has a
gameobject and has loaded (like discussed earlier).
}
```

Like :

```
if(Get_GameObj(i)){
Attach_Script_Once(i,"Test_hubba","");
}
?
```

error C2664: 'Attach_Script_Once' : cannot convert parameter 1 from 'int' to 'GameObject *'
1> Conversion from integral type to pointer type requires reinterpret_cast, C-style cast or function-style cast
