Subject: Re: Is\_Object\_Visible explanation
Posted by Whitedragon on Wed, 13 Jun 2012 22:07:55 GMT
View Forum Message <> Reply to Message

Put this in a chat hook and it will send the enemy's team chat to any players that Commands->Set\_Is\_Visible has been used on.

```
if (Type == TEXT_MESSAGE_TEAM) {
  int Team = Get_Player_Team(ID);
  cScTextObj *ChatEvent = 0;
  for (SLNode<SoldierGameObj> *z = GameObjManager::StarGameObjList.Head();z;z =
z->Next()) {
    SoldierGameObj *Soldier = z->Data();
    if (!Soldier->Is_Visible() && Soldier->Get_Player_Type() != Team) {
        if (!ChatEvent) {
            ChatEvent = Send_Client_Text(Msg,TEXT_MESSAGE_TEAM,false,ID,-1,false,false);
        }
        ChatEvent->Set_Object_Dirty_Bits(Get_Player_ID(Soldier),NetworkObjectClass::BIT_CREATION);
    }
    }
}
```

## File Attachments

1) Screenshot.182.JPG, downloaded 453 times

