
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.
