Subject: Is_Object_Visible explanation
Posted by [KH]LordOfDeath on Wed, 13 Jun 2012 16:40:54 GMT
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Hey i need a little explanation how to use "Is_Object_Visible(GameObject *Obj,GameObject *Visible);" function correctly

i wanna check if a player is NOT visible (spy) but i dont get the 2 parameters thing

1 parameter is the player GameObject right? but whats the other

if here is some1 who can tell me how to get if a player is visible or not visible pls feel free to reply

LordOfDeath

Subject: Re: Is_Object_Visible explanation
Posted by robbyke on Wed, 13 Jun 2012 16:43:53 GMT
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"Is_Object_Visible(looker,objtolookat);

this might be the thing you search

obj->As_SoldierGameObj()->Is_Visible()

Subject: Re: Is_Object_Visible explanation
Posted by [KH]LordOfDeath on Wed, 13 Jun 2012 17:09:29 GMT
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thx for the fast reply^^

is there a way just to check if a player is visible without an object who "looks" to the player?

i want let the spy can read the enemie's team chat
but i needa check to prevent normal SBHs to get the enemy team msgs

my idea to check for spy if objekt is created is down xD
its cus object gets created and after this it get its invisible status so i cant use it -.-

i think about edit the ssgm crate source to write the spy player id in to a file where the chat hook get its "spy info" what do i after spy is dead? i can recheck on the object destroyed or player leave event. but how can i single check the visibility of a player?

is my idea possible to send enemie's teamchat to a spy? xD if not i let the project die^^

EDIT: thx for the line ill check later^^

Subject: Re: Is_Object_Visible explanation
Posted by Ethenal on Wed, 13 Jun 2012 19:27:40 GMT
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By "visible" it sounds like you're talking about whether an object is cloaked or not, not if it's simply visible to another object (I don't know that that even takes stealthing into account either). You could always make a Spy_Script then attach it to the spy when they pick up the crate and if you want to check if somebody's a spy, simply do

```
if (Is_Script_Attached(obj,"My_Spy_Script"))
{
   ...do stuff for spies
}
```

Subject: Re: Is_Object_Visible explanation
Posted by iRANian on Wed, 13 Jun 2012 21:35:35 GMT
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Is_Visible() refers to the ability of objects with AI on them (e.g. turrets and the Obelisk) to "see" an object and thereby target it.

Is_Rendered() can be used to check if an object is rendered or not.

Is_Stealth() will tell you if an object is stealthed or not.

Subject: Re: Is_Object_Visible explanation
Posted by Whitedragon on Wed, 13 Jun 2012 22:07:55 GMT
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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_CREATI
ON);
  }
 }
 }
```

File Attachments