Make interface Ihiding: x  
Make hide class: x  
Implement hide class in the hiding skill: x  
SkillCheck if hiding is succefull:  
Disturb function works:

1. OnHiderHurt() x
2. OnConnectionLost()
3. OnHiderDeath()
4. OnCasting()
5. OnHidingAgain()

OnCasting()

Hiding should stop when you try to cast a spell.

OnHidingAgain

Mobile resets the hiding request.

**BUG:1**

Function word 2x opgeroepen: eerst bij de start en dan eens na de timer afloopt.  
hide.cs: HideTimer(): OnTick()

Debug list:

Start hiding

hide.TryToHide() hide.cs

HideState.TryToHide hide.cs

HideState.TryToHide m\_HiderTimer.Start() hide.cs

Hide.TryToHide() = True

“After 3 seconds”

inside HidingTimer: OnTick() startfunction: hide.cs

Start hiding

hide.TryToHide() hide.cs

Disturb new hiding request

Hide.TryToHide() = False

inside HidingTimer: m\_Hiding.m\_state == HidingState.TryingToHid startIf: hide.cs

OnHide Hiding.cs

FinishedSequence

setting m\_hider.hiding = null

inside HidingTimer: m\_Hiding.m\_state == HidingState.TryingToHid endIf: hide.cs

inside HidingTimer: OnTick() endfunction: hide.cs

**Bug:** else if (m\_Hiding.m\_state == HidingState.TryingToHide && m\_Hiding.m\_hider.UseSkill(SkillName.Hiding))

**Solution:** else if (m\_Hiding.m\_state == HidingState.TryingToHide) //&&m\_Hiding.m\_hider.UseSkill(SkillName.Hiding))

**BUG:2**

Mobile tries to hide crashes the server:

Crash report:

System.NullReferenceException: Object reference not set to an instance of an object.

at Scripts.Skills.Utility.Hiding.Hide.TryToHide()

at Server.SkillHandlers.Hiding.OnUse(Mobile m)

at Server.Skills.UseSkill(Mobile from, Int32 skillID) in C:\Users\Jafar\Documents\GitHub\ThreesandUO\Server\Skills.cs:line 949

at Server.Network.PacketHandlers.TextCommand(NetState state, PacketReader pvSrc) in C:\Users\Jafar\Documents\GitHub\ThreesandUO\Server\Network\PacketHandlers.cs:line 774

at Server.Network.MessagePump.HandleReceive(NetState ns) in C:\Users\Jafar\Documents\GitHub\ThreesandUO\Server\Network\MessagePump.cs:line 260

at Server.Network.MessagePump.Slice() in C:\Users\Jafar\Documents\GitHub\ThreesandUO\Server\Network\MessagePump.cs:line 127

at Server.Core.Main(String[] args) in C:\Users\Jafar\Documents\GitHub\ThreesandUO\Server\Main.cs:line 532