Subject: Set location for spawned player, after death (Scripts.dll)
Posted by theplague on Thu, 23 Sep 2004 03:15:26 GMT
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How may i spaw a player at a certain location after death? (I have a script attached to the player)

eg. a person dies, i want him/her to goto X:100,Y:100,Z:5

the problem is, does the attached script get destoryed after the player it's attached to dies? or does it stay on the player until he/she leaves the game?