Subject: Set location for spawned player, after death (Scripts.dll)
Posted by theplague on Fri, 24 Sep 2004 01:52:36 GMT
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I know what you mean, i seen it done as well, it was for a cop and robber mod, the person dies and gets sent to jail (a certain location on the map) after spawn

maybe the way we're looking at it is wrong, maybe storing a "killed" var in another place, like using a text file for a buffer... i din't know, it'll be a little laggy though