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Subject: Re: SSGM Help

Posted by [Genesis2001](#) on Sun, 29 Jul 2007 03:28:09 GMT

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For killing a player, use:

Commands->Apply\_Damage(<game\_obj>,99999.0f,"BlamoKiller",<game\_obj>);

<game\_obj> = the player that you want to be killed.

I'm not 100% sure on the last parameter, but the other parameters I'm sure on.

-MathK1LL

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