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Subject: (C++) On Killed Create Object Help

Posted by [mrŁÄŞÄ-z](#) on Sun, 25 May 2008 13:19:20 GMT

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OK i created a code on Killed \$ Created. When i attach the script to a object (LE) then its creating the Object. But when it dies it doesnt create te object on (Killed)

Please Help me!

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