
Subject: Re: C++ void On_Player_Death???

Posted by [snazy2000](#) on Tue, 06 Jul 2010 21:54:23 GMT

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```
void On_Player_Death(int i,const char *Nick) {  
GameObject *obj = Get_GameObj(i);  
if (Commands->Get_Player_Type(obj) == 1)  
{
```

```
Commands->Attach_Script(obj, "JFW_Change_Team_On_Custom", "0");  
Commands->Attach_Script(obj, "JFW_Change_Spawn_Character", "Mutant_1_Renegade");  
}  
};
```
