
Subject: Re: C++ void On_Player_Death???
Posted by [danpaul88](#) on Tue, 06 Jul 2010 22:31:03 GMT
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If the SSGM files don't define a function for that event then it simply doesn't exist and your out of luck. Not having worked with the SSGM plugin interface myself I don't know if it does or does not provide something with that functionality.

Try looking for 'Killed' or 'Destroyed' in function names, that's what the engine calls death events internally so it would make sense for SSGM to follow that convention.
