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

Posted by [MutateMeh](#) on Wed, 07 Jul 2010 11:44:54 GMT

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Reborn your codegave me 0 errors, the compile went all perfect.

But when i test it on my server, i just die.. and respawn as gdi.. not even another spawncharacter..
So i doubt if the script actually works.
