
Subject: Re: C++ void On_Player_Death???
Posted by [reborn](#) on Wed, 07 Jul 2010 14:28:55 GMT
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Not a problem.

I am not familiar with "JFW_Change_Spawn_Character", it could possibly be broken, or you're not using it correctly. Try taking a look at "Change_Spawn_Char", it's being used in gmmain.cpp so it must be working...
