
Subject: Re: C++ void On_Player_Death???
Posted by [reborn](#) on Wed, 07 Jul 2010 15:11:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

MutateMeh wrote on Wed, 07 July 2010 11:07 Well basically everyone on nod should have the same spawn character..

The use the setting in SSGM.ini to change the default spawn character of Nod, or call that change_spawn_char function only Once (no need to keep setting it over and over again).

Instead of:

```
Change_Spawn_Char(obj, "Nun");
```

try:

```
Change_Spawn_Char(0, "Nun"); // I am not sure "Nun" is a valid character preset? o.0
```

But seriously, you do not need to be making this call every time a person dies, just call it Once on map load, or when the server starts...
