
Subject: Re: Another Lua question

Posted by [sla.ro\(master\)](#) on Fri, 01 Jul 2011 21:41:46 GMT

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here is the fixed code, i saw some missing 'end'

```
function OnObjectCreate(o) --whenever an object is created
  if Is_A_Star(o) then --check if they're a real player
    Attach_Script_Once(o, "myscript", "")
      -- attach myscript to them if they are players
    end
  end
end
```

```
myscript = {}
```

```
function myscript:Killed(ID, obj, killer)
  -- called if someone get killed by someone else, not called if killed by null objects, like dying from falling.
  print("Killed", ID, obj, killer)
end
```

```
Register_Script("myscript", "", myscript) --register script
```

this should work