
Subject: Re: Lua. Answers.

Posted by [snazy2000](#) on Thu, 07 Jul 2011 07:12:21 GMT

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```
local killedtimes = 0
```

```
function OnObjectCreate(o)
  if Is_A_Star(o) then
    Attach_Script_Once(o, "Killed_Speccript", "")
  end
end
```

```
Killed_Speccript = {}
```

```
function Killed_Speccript:Killed(ID, obj, killer)
  print("Killed | ID - %d", ID)
  if killedtimes == 0 then
    InputConsole("spectate %d", ID)
    killedtimes = 1
  else
    killedtimes = 0
  end
end
```

```
Register_Script("Killed_Speccript", "", Killed_Speccript)
```

Haven't done LUA in a long time but i think that should work
