Subject: Re: Lua Question
Posted by halo2pac on Fri, 02 Mar 2012 04:26:55 GMT
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Use an array to store the kills, on player join you set yourarray[PLAYER ID] to 0. every kill you set yourarray[PLAYER ID]++ and do an if statement to check whether or not yourarray[PLAYER ID] = 50.

This is pretty basic programming stuff by the way, you should really look at some tutorials for java or visual basic.