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Subject: Re: Lua Question

Posted by [iRANian](#) on Fri, 02 Mar 2012 16:30:58 GMT

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It's better to store it in a HashTemplateClass (where the key is the player name), so the kills can be "saved" when the player leaves and restored when the player joins, you'll need to use the HashIterator class to remove all the values at level load or gameover in your HashTemplateClass.

But the FDS stores the kill count (in a similar way internally) in cPlayer::Kills so he'll just need to attach a script to all players and in ::Killed() check that variable for a number of 50 really.

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