
Subject: Re: [SSGM 4.0 Plugin] Custom Kill Messages ALPHA

Posted by [Distrbd21](#) on Wed, 13 Jun 2012 00:11:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

Xpert wrote on Tue, 12 June 2012 18:13 You're checking objects. You aren't even checking the right variable. You didn't check for explosion.

Don't assume you can just copy and paste a line based on what I posted in a different topic, and think you've "fixed" it.

1 I never said I did, as I'm still learning C++.

2 I just thought I would make it easier on Iran rather than just telling him what he needs to do.

So unless one of you guys want to fix it for him or wait for him to fix it then don't bitch at me.

EDIT: even though I'm not gonna release anything, I'm still gonna finish what I started.

Don't know if Iran has already fixed it or not, please let me know and I will remove it.

Have not tested yet.

File Attachments

1) [CustomKillMessagesv2.zip](#), downloaded 269 times
