
Subject: Re: Now collecting scripts 4.1 bugs
Posted by [Whitedragon](#) on Mon, 28 Jul 2014 08:23:23 GMT
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There are 3 issues I know of that can cause double kills:

Picking up powerups after death.

Regen scripts that don't stop on death.

Reversing damage from a player in a Damaged event. (Because the kill message code is in a dumb place.)
