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Subject: Re: Now collecting scripts 4.1 bugs  
Posted by [dblancey1](#) on Mon, 28 Jul 2014 18:24:18 GMT  
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EvilWhiteDragon wrote on Mon, 28 July 2014 10:59dblancey1 wrote on Mon, 28 July 2014 19:43Whitedragon wrote on Mon, 28 July 2014 01:23There 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.)

Its not just the kill messages that repeat when the double/triple kill bug happens. The killed function on any script attached to the object is also called multiple times. For example a mutant spawning a visceroid on death would spawn it multiple times. I tried many things to eliminate this issue and the solution I gave was the only one that worked reliably. It eliminates the glitch entirely. If you are having issues with it, I recommend adding it to the kill function of all of your soldiergameobj in a plugin or in gmsoldier. You keep using that word, "solution" but are you aware that what you're doing isn't a solution but a work-around?

I never advocated actually merging this work around into the scripts code. Just gave a suggestion of a way to solve this issue in the mean time. The first post I made about it specificlly addresses that. The second half of my post wasn't actually directed at you but rather roszek.

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