Subject: scripts when changing character
Posted by robbyke on Sat, 28 Apr 2012 19:11:19 GMT
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scripts do not get destroyed how do i know if a player changes char from the script point of view?

i wanted to destroy certain objects when the script owner dies or switches char (scripts get destroyed then i thought)

Subject: Re: scripts when changing character
Posted by E! on Sat, 28 Apr 2012 20:48:04 GMT
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they are detached afaik.
use the case Detach(GameObject*obj) that should happen to both death and character change.

Subject: Re: scripts when changing character
Posted by robbyke on Sat, 28 Apr 2012 21:14:31 GMT
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yea that did it thnx