Posted by vloktboky on Fri, 24 Sep 2004 02:01:10 GMT
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Set up a vector to remember recorded names of players who die, and use a script attached to the character's preset to detect when they spawn (created) and when they are killed (destroy). When they are killed, add their name to the vector you set up. When they are created, check to see if their name is included in the vector and if so, set their position to wherever you want them to go.

http://www.sgi.com/tech/stl/Vector.html