Subject: Re: co-op server
Posted by jnz on Tue, 19 Sep 2006 07:02:16 GMT
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never mind, i will have to port it myself probably.

anyway after a quick look(i need to go to school), i think the problem could be in this line.

std::string killer(Get_Player_Name(shooter))

but i dont know the whole problem so at the moment i cant find out.