Subject: Re: Hello
Posted by _SSnipe_ on Wed, 16 Apr 2008 21:40:02 GMT

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reborn wrote on Wed, 16 April 2008 12:48If you want to add a custom sound / animation when a player dies then yeah, add it to the same place.
But you could try and do something a little more exciting and add custom death sounds for the dead player based on his preset.
cool....how about animation?

umm let me guess
crate object on death (solider that cant die?)
then after that add animation?