Subject: Re: C++ void On_Player_Death???
Posted by danpaul88 on Tue, 06 Jul 2010 22:12:18 GMT

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Wait, so you just created a random function called On_Player_Death and you expect it to actually get called when a player dies? If it's not defined in the plugin interface then it's not going to work.

Also, its complaining about ID because your passing a variable called ID to Get_GameObj but that variable has never been declared or initialized.