
Subject: Set location for spawned player, after death (Scripts.dll)

Posted by [theplague](#) on Thu, 23 Sep 2004 03:15:26 GMT

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How may i spaw a player at a certain location after death? (I have a script attached to the player)

eg. a person dies, i want him/her to goto X:100,Y:100,Z:5

the problem is, does the attached script get destroyed after the player it's attached to dies? or does it stay on the player until he/she leaves the game?

Subject: Set location for spawned player, after death (Scripts.dll)

Posted by [xptek](#) on Thu, 23 Sep 2004 03:17:30 GMT

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I was wondering this some time ago as well.

Jonwil informed me it wasn't possible but I've seen it done.

Subject: Set location for spawned player, after death (Scripts.dll)

Posted by [theplague](#) on Fri, 24 Sep 2004 01:52:36 GMT

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I know what you mean, i seen it done as well, it was for a cop and robber mod, the person dies and gets sent to jail (a certain location on the map) after spawn

maybe the way we're looking at it is wrong, maybe storing a "killed" var in another place, like using a text file for a buffer... i din't know, it'll be a little laggy though

Subject: Set location for spawned player, after death (Scripts.dll)

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>

Subject: Set location for spawned player, after death (Scripts.dll)

Posted by [theplague](#) on Fri, 24 Sep 2004 07:58:56 GMT

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Thank You x1 million
i'll try it out
