Subject: Re: Low Health
Posted by renalpha on Sun, 06 Apr 2008 13:19:33 GMT

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reborn wrote on Sun, 06 April 2008 07:49You did actually attach this script to the player on his created event in the server solution somewhere right? I mean, you did actually attach in SSGM_Player::Created or something didn't you?
no i just added it somewere below..

but how do i add that script to it
i did it over here
 if (Settings->GameMode != 1) {
  Commands->Set_Is_Visible(obj,false);
 }
 Attach_Script_Once(obj,"zbl_Health_Level","1");
 Commands->Attach_Script(obj,"MDB_SSGM_Taunt_Key","Taunt1,h_a_a0a0_l12");
 Commands->Attach_Script(obj,"MDB_SSGM_Taunt_Key","Taunt2,H_A_a0a0_L22");

it compiles but no sound.