
Subject: Re: Low Health

Posted by [reborn](#) on Wed, 09 Apr 2008 10:27:21 GMT

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Yes, attaching a script there with one line stops you having to add that script to each player preset in level edit.

Obviously when the player dies the script is destroyed too, which is why that's a good place to add it, as it attaches to the player each time he is ::Created.

There are other ways and other places to attach scripts to a player, such as the m00_grant (can't remember the rest), but this is a good place as any I guess.
