
Subject: Re: Low Health

Posted by [reborn](#) on Wed, 09 Apr 2008 11:39:39 GMT

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That's a terrible way to attach it to a player. When that code is called the player isn't always a GameObject * yet. He exists in the server but hasn't always loaded or the server hasn't created his object yet.

If you try to attach a script to him at that point you're not gauranteed it will attach.

Also, it will only attach it to him once, when he dies it wouldn't re-attach unless he left the server and re-joined.
