
Subject: Re: C++ void On_Player_Death???
Posted by [reborn](#) on Wed, 07 Jul 2010 14:12:32 GMT
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MutateMeh wrote on Wed, 07 July 2010 09:43
Maybe i did something wrong i don't know, i'm a pretty beginner in c++ so if it is, tell me

You're a pretty beginner? I guess it beats being an ugly beginner!

In your gmmain.cpp file you did not update the object create hook, so while the script is valid, it's not being called because it isn't attached to any players.
I posted what you should do, but I guess you forgot?

```
else {  
    Attach_Script_Once(obj,"MDB_SSGM_Player","");  
}
```

should be

```
else {  
    Attach_Script_Once(obj,"MDB_SSGM_Player","");  
    Attach_Script_Once(obj,"MutateMeh_Death_Script","");  
}
```

Also, the registrant should go under the script itself, really.
