
Subject: Re: C++ void On_Player_Death???
Posted by [MutateMeh](#) on Wed, 07 Jul 2010 14:24:33 GMT
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THAT WORKS!!

Well, almost, something's wrong with the spawn character, it won't change like it should change. It just changed you to nod but not your spawncharacter, any idea what could be causing this?

Thank you very much for the help anyways!
