
Subject: Re: C++ void On_Player_Death???

Posted by [MutateMeh](#) on Wed, 07 Jul 2010 15:15:08 GMT

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Hmm you got a point there Nun IS a character I use LevelEdit to get my char names so it is correct, and it worked on a buy command like !buy nun lolz hmm Well, i guess i now have What i need!!

I have a long way to xD
