Subject: Re: Headshot message for Server.
Posted by reborn on Mon, 22 Nov 2010 08:26:32 GMT
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Where do you send the custom that updates the amount of kills a player has gained? I do not see how the variable "kills" is increased.
Also, the multi spamming of the message could be because you're not filter which custom it is you're looking for, so on death the player may be receiving several customs, which are all triggering that message.