
Subject: Re: Lua Question

Posted by [sla.ro\(master\)](#) on Sat, 03 Mar 2012 08:09:52 GMT

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@iran and halo2pac: he talks about Lua, not C++.....

you can just use `Change_Character(obj, char)` when you a player have 50 kills or whatever (use `Get_Kills(playerID)`). If your using TT, use `LuaTT` and there is a Kill hook. look on examples.

check here for functions
