
Subject: Re: [SSGM 4.0 Plugin] Custom Kill Messages ALPHA
Posted by [Xpert](#) on Tue, 12 Jun 2012 23:13:27 GMT

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You're checking objects. You aren't even checking the right variable. You didn't check for explosion.

Don't assume you can just copy and paste a line based on what I posted in a different topic, and think you've "fixed" it.
