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Subject: Re: Probable error

Posted by [Ethenal](#) on Thu, 20 Dec 2012 16:29:05 GMT

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StealthEye wrote on Thu, 20 December 2012 01:54

You can define a script in your plugin, override the Killed or Destroyed method, and attach it in the object creation hook. You do not need to change scripts.dll for this to work afaik.

^ Check out the example plugin included with SSGM, it does pretty much this, although it doesn't define the ::Killed or ::Destroyed event if I recall, but you can probably do this yourself if you know what you're doing.

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