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Subject: Re: Boink

Posted by [sla.ro\(master\)](#) on Sun, 17 Jan 2016 13:16:24 GMT

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[-HOH-szymek777 wrote on Sat, 16 January 2016 23:54]Server-side plugin would be great. Is it possible by LUA?

We use a Lua plugin in mutant co-op to do that.

here is the code, have fun.

```
function OnKilled(obj, killer)
```

```
  if Is_Soldier(obj) == true and Get_Player_ID(obj) < 1 and Get_Player_ID(killer) > 0 then
```

```
    Console_Input("sndp "..Get_Player_ID(killer).. " correction_3.wav")
```

```
  end
```

```
end
```

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