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Subject: Kicked When Spawner Is Used

Posted by [sycar](#) on Sat, 27 May 2006 22:35:38 GMT

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I host a server with several mods in place, and our next idea was to have a engineer bot that repairs the buildings for you. However when a person joins the game the server automatically kicks them with a renguard qkick warning. But this only happens when the engineer bot is placed. He has no scripts attached to him. Any ideas?

Thanks buffymaniack

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