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Subject: Re: Anti-spawn killing

Posted by [ErroR](#) on Tue, 29 Jul 2008 18:18:50 GMT

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I don't think it should be added. RxD has that script but it causes some bugs like: When u spawn and get killed u don't die but the person who shot u still gets a kill , multiple kill bug (randomly happens when u get more than 1 kill for a pers. a nuke that detonated a sec after a player spawned near it gave the planter 20 kills but the spawned player didn't get a scratch)

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