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Subject: Re: Anti-spawn killing

Posted by [reborn](#) on Fri, 05 Dec 2008 10:33:17 GMT

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ErroR wrote on Tue, 29 July 2008 14:18: 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)

The problem is most likely caused by some fast health refilling script being attached to the player for x amount of seconds when they spawn, rather than changing their skin type to blamo for x amount of seconds instead.

Everytime you take a player below 0 health it counts as a kill, so regenerating their health like that makes it possible to gain these crazy amount of kills, especially with weapons that have splash damage and quick to fire. Such as the MRLS.

This could be implemented by server owners now if they wanted to do it, and the way described by ssnipe. But yeah, it isn't really a bug.

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