Subject: Re: Anti-spawn killing
Posted by RTsa on Sun, 07 Dec 2008 13:53:43 GMT

Dthdealer wrote on Sun, 27 July 2008 03:02Would it be possible to attach z_blamo_4sec to the spawning characters of GDI and Nod to prevent spawn killing? A spawning effect that lasts for 4 seconds would also be favourable.

Not only would this stop people camping spawn areas but it would also stop mined spawn areas from killing a player the second they spawn.

Oh dear god that'd be horrible.

But I think others have already said something similar...