Setup:

- I have aprox. 40 spawnpoints.
- I kill ALL players at the exact same time by using Set_Delete_Pending.
- Players respawn all at the EXACT same spawnpoint.

Result: everybody gets stuck.

I don't think this should be happening when I have plenty of spawnpoints for the player to spawn safely. It even happens when there are only 2 players in-game.

LE set-up:

This is a modded M13.mix
I'm not sure if it happens on stock maps, I'm quiete sure it will.
I have NO modifications to my Renegade nor my Server files apart from the fact that I'm using SSGM plugins.