
Subject: Re: Multiple Respawns Causes Bug
Posted by [Troll King](#) on Wed, 13 Feb 2013 00:46:03 GMT
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Tested in stock C&C_Volcano.mix

Does not appear to be happening there somehow.

IMPORTANT NOTE:

I am killing everybody when they are a NULL model and when they spawn I instantly change their model to a valid other model.
(did not do this model changing in stock yet.)
