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Subject: Re: Multiple Respawns Causes Bug

Posted by [EvilWhiteDragon](#) on Wed, 13 Feb 2013 09:08:58 GMT

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Whitedragon wrote on Wed, 13 February 2013 02:21 The null model is most likely your problem. The game isn't able to check if the player would become stuck by using that spawner. Sounds likely indeed. Would also explain why it doesn't happen on a stock map and why it fails to detect spawn collisions.

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