
Subject: Re: Multiple Respawns Causes Bug
Posted by [Troll King](#) on Wed, 13 Feb 2013 12:40:00 GMT
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Apparantly I was too tired yesterday to notice that I didn't post my post I wrote so I'll write it again hehe..

I found what the problem was. It's becouse I'm using Disable_All_Collisions BEFORE I kill them. When I kill them and they respawn the disabled collisions is still taken into account somehow.

JonWil says that this is a very old bug and he wouldn't be looking into it right now..

EDIT: model has no effect whatsoever
