Subject: Re: Multiple Respawns Causes Bug
Posted by EvilWhiteDragon on Wed, 13 Feb 2013 13:31:41 GMT

Troll King wrote on Wed, 13 February 2013 13:40Apparantly 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
Somehow? I don't know, but Disable_ALL_collisions, seems like it's doing that... Just longer than you expect.