

---

Subject: Re: Multiple Respawns Causes Bug  
Posted by [Troll King](#) on Wed, 13 Feb 2013 18:31:23 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

EXACT CODE:

```
Console_Output("spawning new obj\n");
// Invalid obj, not enabled or not alive.
if(!Enabled || !obj || Commands->Get_Health(obj) <= 0 || !obj->As_SoldierGameObj())
    return;

Console_Output("1\n");

cPlayer *PData = Find_Player(Get_Player_ID(obj));
// Somehow the player does not have any WW player data.
if(!PData)
    return;
Console_Output("2\n");
bool NewPlayer = false;
TC_Player *Player = Find_TC_Player(obj);
// Player data does not exist yet.
if(!Player)
{
    NewPlayer = true;
    TC_Player *NewPlayer = new TC_Player(PData->Get_Id());
    NewPlayer->Set_Spawns(InitialSpawns);
    Players.Add(NewPlayer);
    Player = NewPlayer;
}

if(!Player->Has_Collisions_Enabled())
{
    Player->Toggle_Collisions_Enabled(true);
    Player->Respawn_Me();
    return;
}
Console_Output("3\n");
// Invalid team.
int PlayerType = Commands->Get_Player_Type(obj); // Must be done via Commands, because
elseway we get an access violation.
if(PlayerType != 1 && Player->Get_Spawns() > 0)
{
    Commands->Attach_Script(obj, "TC_Change_Team_Fix", "1");
    return;
}
Console_Output("4\n");
// Change the spawns if we should.
if(!NewPlayer)
```

```

Player->Decrease_Spawns();

if(PlayerType != -2 && Player->Get_Spawns() <= 0)
{
    Commands->Attach_Script(obj, "TC_Change_Team_Fix", "-2");
    return;
}
Console_Output("5\n");
// Only display a message when we're not in a cinematic.
if(!IsInCinematic)
{
    StringClass Str;
    // Player still has spawns available.
    if(Player->Get_Spawns() > 0)
    {
        Str.Format("%s, you have %d spawn(s) left!", Get_Player_Name(obj), Player->Get_Spawns());
        Send_Message_Player(obj, 0, 255, 0, Str.Peek_Buffer());
    }
    else
    {
        Str.Format("%s, you have no spawns left!", Get_Player_Name(obj));
        Send_Message_Player(obj, 255, 0, 0, Str.Peek_Buffer());
        Send_Message_Player(obj, 255, 0, 0, "You can only respawn if somebody picks up a spawn
powerup.");
    }
}
else if(CinematicStarted)
{
    StringClass Str;
    Str.Format("%s, there is currently a cinematic playing, please wait.", Get_Player_Name(obj));
    Send_Message_Player(obj, 255, 255, 0, Str.Peek_Buffer());
}

// Check if we should make the screen black
Set_Screen_Fade_Color_Player(obj, 0,0,0,0.1f);
Set_Screen_Fade_Opacity_Player(obj, IsScreenHidden ? 1.0f : 0.0f, 0.1f);

// Check if we should render the player.
bool Render = !IsInCinematic;
if(Player->Get_Spawns() <= 0)
    Render = false;

// Default object stuff, doesn't matter if we should render or not.
if(NewPlayer || Player->Is_Marked_As_Leaver())
{
    Player->Mark_As_Leaver(false);
    Set_Background_Music_Player(obj, BackgroundMusic.Peek_Buffer());
}

```

```

Set_Max_Health(obj, Health);
Commands->Set_Health(obj, Health);
Set_Max_Shield_Strength(obj, Shield);
Commands->Set_Shield_Strength(obj, Shield);
Set_Skin(obj, "SkinFlesh");
Commands->Set_Shield_Type(obj, "ShieldKevlar");
Commands->Clear_Weapons(obj);
////////////////////////////////////

// Stuff that is dependand on rendering.
Commands->Set_Model(obj, Render ? SpawnModel : "null");
Enable_HUD_Player(obj, Render);
Commands->Set_Is_Visible(obj, Render);

// Check if we should be able to fly.
HumanStateClass::HumanStateType State = obj->As_SoldierGameObj()->Get_State();
if((State == HumanStateClass::DEBUG_FLY && !IsInCinematic && Render) || (State !=
HumanStateClass::DEBUG_FLY && IsInCinematic) || (State != HumanStateClass::DEBUG_FLY
&& !Render))
    Toggle_Fly_Mode(obj);

if(Render)
{
    int WeaponCount = WeaponList.Count();
    for(int x = 0; x < WeaponCount; x++)
    {
        StringClass *CurrentWeapon = WeaponList[x];
        if(CurrentWeapon)
            Commands->Give_PowerUp(obj, CurrentWeapon->Peek_Buffer(), false);
    }
}
else
{
    obj->As_SoldierGameObj()->Set_Max_Speed(15.0f);
    Commands->Disable_Physical_Collisions(obj);
    Player->Toggle_Collisions_Enabled(false);
}

////////////////////////////////////

// Stuff that should only be toggled when we are in a cinematic.
Commands->Control_Enable(obj, !IsInCinematic);

```

The script Netcode\_Fix is to try to do the teamchange in the script created event instead, but does not appear to work properly aswell