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Subject: Another Bug

Posted by [Slash0x](#) on Mon, 26 Apr 2004 14:38:09 GMT

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zunnieThats a bad idea lol.

Think of this:

Your in the airstrip as an hotwire and someone spawns in the airstrip.

The last thing you want is them to be invincible.

[zunnie]

If made 1 second, that would be enough so that you don't get spawned kill and that would not be enough time to give the spawned character an advantage.

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