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Subject: Anti-spawn killing  
Posted by [Veyrdite](#) on Sun, 27 Jul 2008 00:02:14 GMT  
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Would it be possible to attach z\_blamo\_4sec to the spawning characters of GDI and Nod to prevent spawn killing? A spawning effect that lasts for 4 seconds would also be favourable.

Not only would this stop people camping spawn areas but it would also stop mined spawn areas from killing a player the second they spawn.

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Subject: Re: Anti-spawn killing  
Posted by [liquidv2](#) on Sun, 27 Jul 2008 00:34:07 GMT  
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that'd be cool but 4 seconds is more than long enough for a good gdi soldier to rape you or grab an engi and c4 you

eh?

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Subject: Re: Anti-spawn killing  
Posted by [Homey](#) on Sun, 27 Jul 2008 00:46:53 GMT  
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I rarely get spawn killed, let alone from people doing it just to camp. If you aren't fast enough then tough shit. Also if I'm c4ing your barracks mct and you spawn in there - you are a threat right away and I'll be dead in 5 seconds unless I kill you first. I could see this as an option for infantry only maps where spawn killing could be an issue. For regular aow, no.

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Subject: Re: Anti-spawn killing  
Posted by [\\_SSnipe\\_](#) on Sun, 27 Jul 2008 01:41:16 GMT  
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i think it whould be a cool idea.....be able to be blamo but i say 2 seconds.....long enough to see whats going on.....

or make it when u spawn u cant die untill u move.....and by move i mean move,move gun, or any type of movment by the person controlling the person

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Subject: Re: Anti-spawn killing  
Posted by [DrasticDR](#) on Sun, 27 Jul 2008 02:55:11 GMT

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what Homey said

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Subject: Re: Anti-spawn killing  
Posted by [gkl21](#) on Sun, 27 Jul 2008 03:15:08 GMT

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If your team let, or the enemy gained into your base, then they deserve to kill whatever comes... Just quickly move while you are in the mid section of reviving so hopefully they won't get you ... if you want a timer, then 1 second is sufficient (no more) if you are worried about spawn killing, since spawn killing is being killed when you get spawned.

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Subject: Re: Anti-spawn killing  
Posted by [\\_SSnipe\\_](#) on Sun, 27 Jul 2008 03:45:34 GMT

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i sya have it where u cant be killed 2-3 sec when u spawn BUT if you move ( and i dont meam pushed by another player) then it wont work so like if u spawn guy cant kill u for a few sec but if u access a pt or move even just to look around it dont work anymore

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Subject: Re: Anti-spawn killing  
Posted by [KobraOps](#) on Sun, 27 Jul 2008 03:46:32 GMT

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How about dont change anything with it because it isnt a bug or a problem?

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Subject: Re: Anti-spawn killing  
Posted by [Starbuzzz](#) on Sun, 27 Jul 2008 03:46:43 GMT

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This idea will make Renegade bad...

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Subject: Re: Anti-spawn killing  
Posted by [Craziac](#) on Sun, 27 Jul 2008 04:11:21 GMT

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I have to agree with pawkyfox. Proximity C4'ing spawn points is one of the most fun things to do. Besides, I'd still like to have SOMETHING for my moderators to do.

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Subject: Re: Anti-spawn killing  
Posted by [Ghostshaw](#) on Sun, 27 Jul 2008 09:59:31 GMT  
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IMO this would be something a server owner does not us. I'll check to be sure but I think the hooks to make this possible already exist.

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Subject: Re: Anti-spawn killing  
Posted by [Goztow](#) on Sun, 27 Jul 2008 09:59:51 GMT  
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Spawn killing is compensated by easy refilling. This is not a problem, hence shouldn't be solved.

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Subject: Re: Anti-spawn killing  
Posted by [GEORGE ZIMMER](#) on Sun, 27 Jul 2008 19:41:43 GMT  
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Yeah, it's only a problem in an infantry only map. Which are fan maps. In which case, the fan map maker should then put the anti-spawnkill thing on.

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Subject: Re: Anti-spawn killing  
Posted by [Jamie or NuneGa](#) on Sun, 27 Jul 2008 21:20:29 GMT  
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if someone spawns in a building that you are c4'ing if you don't kill them fast, then they will kill you... it makes sense to spawn kill them... any decent player will kill you if you don't.

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Subject: Re: Anti-spawn killing  
Posted by [ErroR](#) on Tue, 29 Jul 2008 18:18:50 GMT  
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I don't think it should be aded. RxD has that script but it causes some bugs like: When u spawn and get killed u don't die but the person who shot u still gets a kill , multiple kill bug (randomly happens when u get more than 1 kill for a pers. a nuke that detonated a sec after a player spawned near it gave the planter 20 kills but the spawnt player didn't get a scratch)

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Subject: Re: Anti-spawn killing  
Posted by [Gen\\_Blacky](#) on Thu, 04 Dec 2008 23:13:43 GMT  
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ErroR wrote on Tue, 29 July 2008 20:18| don't think it should be aded. RxD has that script but it

causes some bugs like: When u spawn and get killed u don't die but the person who shot u still gets a kill , multiple kill bug (randomly happens when u get more than 1 kill for a pers. a nuke that detonated a sec after a player spawned near it gave the planter 20 kills but the spawnt player didn't get a scratch)

that could be fixed , blame ello

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Subject: Re: Anti-spawn killing  
Posted by [Wiener](#) on Fri, 05 Dec 2008 09:25:25 GMT  
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I wouldn't want that. Example: when I c4'ed a mct and someone spawns in that building, I immediately shoot (and hopefully kill him). Technically thats spawn killing but as Goz said, the one defending always has the possibility for a quick pt refill

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Subject: Re: Anti-spawn killing  
Posted by [reborn](#) on Fri, 05 Dec 2008 10:33:17 GMT  
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ErroR wrote on Tue, 29 July 2008 14:18I don't think it should be aded. RxD has that script but it causes some bugs like: When u spawn and get killed u don't die but the person who shot u still gets a kill , multiple kill bug (randomly happens when u get more than 1 kill for a pers. a nuke that detonated a sec after a player spawned near it gave the planter 20 kills but the spawnt player didn't get a scratch)

The problem is most likely caused by some fast health refilling script being attached to the player for x amount of seconds when they spawn, rather then changing there skin type to blamo for x amount of seconds instead.

Everytime you take a player below 0 health it counts as a kill, so regenerating there health like that makes it possible to gain these crazy amount of kills, especially with weapons that have splash damage and quick to fire. Such as the MRLS.

This could be implemented by server owners now if they wanted to do it, and the way described by ssnipe. But yeah, it isn't really a bug.

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Subject: Re: Anti-spawn killing  
Posted by [RTsa](#) on Sun, 07 Dec 2008 13:53:43 GMT  
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Dthdealer wrote on Sun, 27 July 2008 03:02Would it be possible to attach z\_blamo\_4sec to the spawning characters of GDI and Nod to prevent spawn killing? A spawning effect that lasts for 4 seconds would also be favourable.

Not only would this stop people camping spawn areas but it would also stop mined spawn areas from killing a player the second they spawn.

Oh dear god that'd be horrible.

But I think others have already said something similar...

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Subject: Re: Anti-spawn killing  
Posted by [Canadacdn](#) on Sat, 13 Dec 2008 05:58:35 GMT  
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The new RP2 has anti-spawnkilling measures in it. You know, because RP2 rocks.

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Subject: Re: Anti-spawn killing  
Posted by [EvilWhiteDragon](#) on Sat, 13 Dec 2008 13:20:06 GMT  
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Canadacdn wrote on Sat, 13 December 2008 06:58The new RP2 has anti-spawnkilling measures in it. You know, because RP2 rocks.  
If you read the above you'll see that a lot of people think that antispawnkill doesn't rock, so you know, apparently RP2 doesn't totally rock...

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Subject: Re: Anti-spawn killing  
Posted by [u6795](#) on Sat, 13 Dec 2008 15:25:29 GMT  
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EvilWhiteDragon wrote on Sat, 13 December 2008 08:20Canadacdn wrote on Sat, 13 December 2008 06:58The new RP2 has anti-spawnkilling measures in it. You know, because RP2 rocks.  
If you read the above you'll see that a lot of people think that antispawnkill doesn't rock, so you know, apparently RP2 doesn't totally rock...  
In Rp2 the situation is entirely different, and spawnkilling can be a huge problem. It's right that it's fixed, trust me.

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Subject: Re: Anti-spawn killing  
Posted by [Jerad2142](#) on Sun, 14 Dec 2008 00:33:21 GMT  
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u6795 wrote on Sat, 13 December 2008 08:25EvilWhiteDragon wrote on Sat, 13 December 2008 08:20Canadacdn wrote on Sat, 13 December 2008 06:58The new RP2 has anti-spawnkilling measures in it. You know, because RP2 rocks.  
If you read the above you'll see that a lot of people think that antispawnkill doesn't rock, so you

know, apparently RP2 doesn't totally rock...

In Rp2 the situation is entirely different, and spawnkilling can be a huge problem. It's right that it's fixed, trust me.

And its not anti spawn killing, you just kill yourself if you kill them, and they get the points for the kill.

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Subject: Re: Anti-spawn killing

Posted by [R315r4z0r](#) on Sun, 14 Dec 2008 02:53:02 GMT

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Spawn killing isn't that big of a deal in Renegade...

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Subject: Re: Anti-spawn killing

Posted by [Ethenal](#) on Sun, 14 Dec 2008 03:05:25 GMT

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R315r4z0r wrote on Sat, 13 December 2008 20:53Spawn killing isn't that big of a deal in Renegade...

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Subject: Re: Anti-spawn killing

Posted by [Hitman](#) on Sun, 14 Dec 2008 12:03:07 GMT

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who cares if you get spawn killed? its a 0 cred soldier big deal...

i aint gonna let anyone live that spawns right next to me so he gets 4 seconds to have a hotwire on my ass while i sit there doing nothing cos BLAMO

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Subject: Re: Anti-spawn killing

Posted by [ErroR](#) on Mon, 15 Dec 2008 14:30:49 GMT

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2 seconds, nuff

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Subject: Re: Anti-spawn killing

Posted by [RTsa](#) on Tue, 16 Dec 2008 14:20:21 GMT

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ErroR wrote on Mon, 15 December 2008 16:302 seconds, nuff

If invulnerability was introduced, it wouldn't need to be more than 0.5 seconds, really. That's the

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time you need to buy what you want.

But even then, it'd be stupid.

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Subject: Re: Anti-spawn killing  
Posted by [Veyrdite](#) on Fri, 19 Dec 2008 07:53:42 GMT  
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It's a bit odd that everyone is re-rejecting my idea after the topic was bumped.

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Subject: Re: Anti-spawn killing  
Posted by [Hitman](#) on Fri, 19 Dec 2008 12:58:40 GMT  
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because ur idea is shit and makes no sense whatsoever

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Subject: Re: Anti-spawn killing  
Posted by [GEORGE ZIMMER](#) on Fri, 19 Dec 2008 18:11:11 GMT  
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Hitman wrote on Fri, 19 December 2008 06:58because ur idea is shit and makes no sense whatsoever  
And your topics are better?

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Subject: Re: Anti-spawn killing  
Posted by [Hitman](#) on Fri, 19 Dec 2008 20:55:31 GMT  
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Cabal8616 wrote on Fri, 19 December 2008 12:11Hitman wrote on Fri, 19 December 2008 06:58because ur idea is shit and makes no sense whatsoever  
And your topics are better?  
im not saying they are, but atleast my topics wont make gameplay gay as fuck

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Subject: Re: Anti-spawn killing  
Posted by [Ghostshaw](#) on Fri, 19 Dec 2008 22:35:04 GMT  
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Shut up you 2.

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