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Subject: Slow Death

Posted by [BAGUETTE](#) on Sun, 21 Oct 2012 17:40:11 GMT

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Just thought, would TT possibly be able to resolve the issue of the time it takes to re-spawn after a death, by setting it to a fixed time value, say 2 or 3 seconds.

Scenario: If you get killed by a cinematic such as the cargo plane, you re-spawn right away, but if you get killed whilst being inside a wall so to say, the body takes ages to fall to the ground since it appears the animation is slowed, and sometimes can even take like 8 seconds to respawn.

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