
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 20:18I 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)

that could be fixed , blame ello
