Subject: Players keep repsawning in the same building
Posted by iRANian on Sun, 11 Aug 2013 23:26:48 GMT
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When I suicide at the start of the game i usually respawn at our next to the same spot. In the last few days I've played multiple games where I saw multiple players respawn up to six times in the same building. For example I was kill whoring people on Complex and tcpilot respawned six times in the Barracks after I killed him everytime.

I also noticed that when multiple players get killed in a period of 10 seconds there's a really large chance they ALL drop armour, health or weapon. That's part of SSGM and I'm not sure if it's using the same random number generator as the re-spawning logic.