
Subject: Players keep respawning in the same building
Posted by [iRANian](#) on Sun, 11 Aug 2013 23:26:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

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.

Subject: Re: Players keep respawning in the same building
Posted by [Jerad2142](#) on Mon, 12 Aug 2013 01:06:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

Are these spawn points all individual spawn points or are they sub points of a single spawn point, in stock Renegade only two of those sub points worked, one for the low random and one for the high random.

Subject: Re: Players keep respawning in the same building
Posted by [BAGUETTE](#) on Mon, 12 Aug 2013 04:48:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

When I played walls_flying recently with Trist in a 2v2, I got 4 ref spawns at the start, 1 hon spawn, then ref spawns rest of the game, we gave up shortly after

Subject: Re: Players keep respawning in the same building
Posted by [ehhh](#) on Mon, 12 Aug 2013 05:16:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

i complained about spawns ages ago, apparently its not broken
