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Subject: Re: Anti-Typekilling Idea  
Posted by [reborn](#) on Thu, 14 Feb 2008 23:30:22 GMT  
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You could make a character un-able to take damage while typing, you could set a flag over there head, you could apply the damage to the shooter instead or even teleport them to a safe place whilst typing, then send them back when they're done.

All of these things can, and would be exploited.

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