Subject: Anti-spawn killing
Posted by Veyrdite on Sun, 27 Jul 2008 00:02:14 GMT

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Would it be possible to attach z_blamo_4sec to the spawning characters of GDI and Nod to prevent spawn killing? A spawning effect that lasts for 4 seconds would also be favourable.

Not only would this stop people camping spawn areas but it would also stop mined spawn areas from killing a player the second they spawn.