
Subject: Re: Anti-spawn killing

Posted by [u6795](#) on Sat, 13 Dec 2008 15:25:29 GMT

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EvilWhiteDragon wrote on Sat, 13 December 2008 08:20
Canadacdn wrote on Sat, 13 December 2008 06:58
The new RP2 has anti-spawnkilling measures in it. You know, because RP2 rocks.
If you read the above you'll see that a lot of people think that antispawnkill doesn't rock, so you know, apparently RP2 doesn't totally rock...

In Rp2 the situation is entirely different, and spawnkilling can be a huge problem. It's right that it's fixed, trust me.
