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Subject: Re: Slow respawn

Posted by [StealthEye](#) on Sat, 08 Aug 2009 21:57:29 GMT

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It probably hasn't got anything to do with the wall, nor with the spawn points. If there are players at all spawn points, it will simply spawn the new player inside some other player, so it never waits.

I have heard stories about spawns taking longer when the power plant is destroyed, however I'm not sure whether this true. Most likely it's just lag related. Either way I don't think we can change/fix it.

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