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Subject: Re: Slow respawn

Posted by [StealthEye](#) on Mon, 10 Aug 2009 22:07:50 GMT

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Sounds like a trustworthy place... I can't seem to find anything relating to it in the code however, and I did not notice it in some tests either. The only things that spawn slower than normal when the pp is down are vehicles afaik.

The animation thing sounds more likely... I've had a quick look and it shows that the player spawns one frame after the body is removed, and the body is removed 2 seconds after the death animation ended. So either the death animations are sometimes longer than they should be, or it somehow fails to detect the animation end properly.

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