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Subject: Re: RP2 2.1.1 Public Test HOLY SHIT UPDATE 4/28/10

Posted by [Jerad2142](#) on Tue, 04 May 2010 14:58:00 GMT

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Ethenal wrote on Mon, 03 May 2010 19:38 Bug: In the spawner system, if you move to an area where you're not allowed to spawn (such as the aircraft carrier or the airbase), you can no longer spawn anywhere at all until you suicide or are otherwise killed.

Just the ACC right? (Team was too lazy to install the zones on the upper deck that would trigger the script telling the game that you were no longer on the ACC.

As for the base I do believe that I have all the needed zones deployed there (But correct me if I'm wrong, or if you found a way out of the base that screwed things up).

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