Subject: Re: Multiple Respawns Causes Bug
Posted by StealthEye on Wed, 13 Feb 2013 17:54:45 GMT

I would not expect that, I actually find it very weird. Isn't the object destroyed before a new one is spawned?

I would also expect that players spawn at random spawners. Why would they all draw the same number?

Weird bug tbh, but I guess you can work around it by enabling collisions before spawning?