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Subject: Re: Multiple Respawns Causes Bug  
Posted by [Troll King](#) on Wed, 13 Feb 2013 18:23:48 GMT  
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Thats exactly what I dit by using Commands->Enable\_Collisions but it doesn't work. The work-around I came up with is pretty stupid, but it works.  
I'm killing the guy twice in a row. So first when it has all collisions disabled and also trying to enable collisions before killing it. Then it respawns fresh and untouched and I kill it again.

EDIT:

Also this fancy editing of object upon spawn causes some netcode bugs aswell.. I'm trying to apply some changes so fast after being created that some don't have effect until I kill them again. (Apparently only happens to other players and only the first spawn in-game). AND NO THIS IS NOT MY CODE'S FAULT. I've put lots of debug text in it and tested it numerous times and it always hits the Set\_Delete\_Pending and then returns the object create event. BUT IT NEVER EVER KILLS THE OBJECT

EDIT #2: If ur wondering why I'm killing them, it's becouse I'm trying to change their teams my own way and I'm doing it the exact same way as SSGM uses for fore TC the only difference is that I'm doing it in the object created event and not in a script created event. I need to do something else thats why I'm not using the Change\_Team engine call..

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