Subject: Re: Now collecting scripts 4.1 bugs
Posted by dblaney1 on Sun, 27 Jul 2014 22:04:51 GMT
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roszek wrote on Fri, 25 July 2014 21:30What about the bug where you can keep getting killed while you are dead, and also pick up a power up when u die...

I was able to fix this in a plugin by setting the soldierobjects skintype to blamo on killed. Completely fixed it for me. I can see reasons why this shouldn't be merged into the actual scripts code but this has worked perfectly on ultraaow/ my test server for almost 2 months now.

The double/triple death bug also occurs on mutants that are in tiberium fields etc so it doesn't just apply to regeneration scripts.