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Subject: Re: Now collecting scripts 4.1 bugs  
Posted by [dblaney1](#) on Sat, 23 Aug 2014 22:12:44 GMT  
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Xpert wrote on Sat, 23 August 2014 14:00: Just remembered a bug that can be fixed. The team remix fucking blows. 4.0 suppose to fix the terrible remix. It really hasn't. In fact, it is a lot worst.

I played 5 games yesterday of 4 v 4 aow and the teams stayed the same for the last 5 games. Finally on the 6th game, it swapped 1 person with another. The teams didn't change much at all.

Also, spawning is terrible.

I've had times where I would suicide at the beginning of the map and I would re-spawn in the same spot I suicided in.

Dragonade has its own team remixing code. Maybe something similar to it could be implemented.

Is there a way to intercept the spawn request and let server plugins customize the logic in which it chooses a spawn point.

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