
Subject: Another Bug
Posted by [mrpirate](#) on Sat, 24 Apr 2004 14:57:33 GMT
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I'm wondering if you've put any thought into fixing it so, when you leave and then rejoin a server, you're able to use Purchase Terminals right away, without having to get yourself killed.

Subject: Re: Another Bug
Posted by [Slash0x](#) on Sat, 24 Apr 2004 22:37:44 GMT
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mrpirate I'm wondering if you've put any thought into fixing it so, when you leave and then rejoin a server, you're able to use Purchase Terminals right away, without having to get yourself killed. Or how about this?...

When somebody spawns, they have an invincibility script for 3-5 seconds. That should disable most the spawn kills.

Subject: Another Bug
Posted by [zunnie](#) on Sat, 24 Apr 2004 23:12:02 GMT
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Thats a bad idea lol.
Think of this:

Your in the airstrip as an hotwire and someone spawns in the airstrip.
The last thing you want is them to be invincible.

[zunnie]

Subject: Another Bug
Posted by [jd422032101](#) on Sun, 25 Apr 2004 20:45:01 GMT
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yah that woldbe unfiar

Subject: Another Bug
Posted by [Slash0x](#) on Mon, 26 Apr 2004 14:38:09 GMT
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zunnieThats a bad idea lol.
Think of this:

Your in the airstrip as an hotwire and someone spawns in the airstrip.
The last thing you want is them to be invincible.

[zunnie]

If made 1 second, that would be enough so that you don't get spawned kill and that would not be enough time to give the spawned character an advantage.

Subject: Another Bug

Posted by [maj.boredom](#) on Mon, 26 Apr 2004 16:28:46 GMT

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You guys are confusing the reported Bug with game improvements. This topic has nothing to do with spawn kills or invincibility.

The bug is (as it was already stated): If you get disconnected from a game and then rejoin the server, you have to die in order to access the purchase terminal.

Most the time I just throw my timed C4 and wait it out. It would be nice if I didn't have to.
