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Subject: Spawners

Posted by [obelisk70](#) on Sat, 26 Mar 2005 21:34:52 GMT

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Is there away to create a spawn max where for example u were only allowed to spawn 5 times and after that you lost or got removed from the game(for lan play)

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Subject: Spawners

Posted by [danpaul88](#) on Sat, 26 Mar 2005 21:43:58 GMT

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short answer....no

renegade was not designed to support that

EDIT: however i guess you could setup a bot (like brenbot) that can also be set to kick people after 5 deaths....but tht would take a LOT of code, and they could still rejoin, unless you kicked them with 24 hour ban and reallowed them after map change....but it seems too much work 2 me )

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Subject: Spawners

Posted by [Nightma12](#) on Sun, 27 Mar 2005 11:35:08 GMT

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i could add that?

but i really dont see the point

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Subject: or...

Posted by [R315r4z0r](#) on Tue, 29 Mar 2005 01:49:20 GMT

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mabey u can just instead of kicking them just not let them spawn, see if there is a way to keep it at the gameplay is pending thing after u die. It happend to me once but it ws a glitch. Mbey u can exploit it...

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Subject: Spawners

Posted by [danpaul88](#) on Wed, 30 Mar 2005 12:17:57 GMT

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do you have any idea how annoying that would be? some players can go whole games without dying once, wheras others would end up with gameplay pending for about 22 mins of a 30 min

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game :rolleyes:

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