
Subject: Slow respawn

Posted by [ErroR](#) on Thu, 11 Jun 2009 12:31:33 GMT

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Not sure it's a bug, but sometimes after you die, it takes some much time to respawn, and it's not lag, you can see everything around you but don't respawn.

Subject: Re: Slow respawn

Posted by [cmatt42](#) on Thu, 11 Jun 2009 18:40:14 GMT

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I believe this is intentional after your Power Plant is destroyed.

Subject: Re: Slow respawn

Posted by [ErroR](#) on Thu, 11 Jun 2009 18:58:04 GMT

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never noticed it, but i mean, it happens over time, sometimes it take about 5-10 seconds to respawn

Subject: Re: Slow respawn

Posted by [nopol10](#) on Fri, 12 Jun 2009 00:17:00 GMT

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That could be due to lag, which it usually is.

Subject: Re: Slow respawn

Posted by [ExEric3](#) on Fri, 12 Jun 2009 05:43:44 GMT

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I think this comes with CP2.

Subject: Re: Slow respawn

Posted by [Jerad2142](#) on Sun, 14 Jun 2009 06:48:43 GMT

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Sometimes the death animation plays really slow and that will really slow. That will make you take longer to respawn.

Subject: Re: Slow respawn
Posted by [Hitman](#) on Sat, 08 Aug 2009 16:56:23 GMT
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i've had quite alot of timed where i got killed/killed myself standing right near a wall... nearly always takes alot longer to respawn :/ dunno if the wall has something to do with it

Subject: Re: Slow respawn
Posted by [Good-One-Driver](#) on Sat, 08 Aug 2009 17:37:07 GMT
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this happens alot on sniper servers because all the spawn points are in use due to afk or alot of players and it waits for the spawn point to get free

Subject: Re: Slow respawn
Posted by [StealthEye](#) on Sat, 08 Aug 2009 21:57:29 GMT
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It probably hasn't got anything to do with the wall, nor with the spawn points. If there are players at all spawn points, it will simply spawn the new player inside some other player, so it never waits.

I have heard stories about spawns taking longer when the power plant is destroyed, however I'm not sure whether this true. Most likely it's just lag related. Either way I don't think we can change/fix it.

Subject: Re: Slow respawn
Posted by [Goztow](#) on Mon, 10 Aug 2009 07:49:43 GMT
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It is fact that it happens. But no clue why.

Subject: Re: Slow respawn
Posted by [pvtschlag](#) on Mon, 10 Aug 2009 19:03:23 GMT
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I'm pretty sure it is caused by an animation playing on the player's model. For example if you continuously spam the taunts after you die you will never respawn until you stop and let the time it takes for the taunt animation to play back pass. It doesn't actually show the animation but that seems to be at least one cause of it.

Subject: Re: Slow respawn
Posted by [cmatt42](#) on Mon, 10 Aug 2009 19:38:11 GMT
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StealthEye wrote on Sat, 08 August 2009 16:57I have heard stories about spawns taking longer when the power plant is destroyed, however I'm not sure whether this true.
Well, that's what it says in the installer.

Subject: Re: Slow respawn
Posted by [StealthEye](#) on Mon, 10 Aug 2009 22:07:50 GMT
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Sounds like a trustworthy place... I can't seem to find anything relating to it in the code however, and I did not notice it in some tests either. The only things that spawn slower than normal when the pp is down are vehicles afaik.

The animation thing sounds more likely... I've had a quick look and it shows that the player spawns one frame after the body is removed, and the body is removed 2 seconds after the death animation ended. So either the death animations are sometimes longer than the should be, or it somehow fails to detect the animation end properly.

Subject: Re: Slow respawn
Posted by [Goztow](#) on Tue, 11 Aug 2009 06:30:01 GMT
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Also note how on some maps the harv drops way slower when the pp is down.

Subject: Re: Slow respawn
Posted by [StealthEye](#) on Tue, 11 Aug 2009 09:39:29 GMT
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From the refinery code I can see that that is definitely intentional... Doesn't it happen on all maps though? :\

Subject: Re: Slow respawn
Posted by [Goztow](#) on Tue, 11 Aug 2009 10:25:04 GMT
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I didn't have the impression it did, but then again I usually don't let my pp go down .

Subject: Re: Slow respawn
Posted by [TruYuri](#) on Tue, 11 Aug 2009 21:46:59 GMT
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Goztow wrote on Tue, 11 August 2009 05:25I usually don't let my pp go down .

This made me think dirty things.

Subject: Re: Slow respawn
Posted by [KobraOps](#) on Tue, 11 Aug 2009 22:00:02 GMT
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TruYuri wrote on Tue, 11 August 2009 16:46Goztow wrote on Tue, 11 August 2009 05:25I usually don't let my pp go down .

This made me think dirty things.

Call your doctor after 4 hours

And i dont think its lag, its just like a slow motion death that delays the spawn, dont know why its slow motion but like ppl said i think it has to deal with CP2
