
Subject: spawns are more random? lol
Posted by [Hitman](#) on Wed, 14 Sep 2011 20:39:27 GMT
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spawned in the wf on islands, at the same place like 5 times in a row... quite random i must say

Subject: Re: spawns are more random? lol
Posted by [danpaul88](#) on Wed, 14 Sep 2011 20:50:52 GMT
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A truly random sequence can indeed have the same position 5 consecutive times... also remember that each 'position' is actually 4 spawn points all at the same PT, which increases the chances of spawning at the same PT two or more times in a row.

Subject: Re: spawns are more random? lol
Posted by [kamuixmod](#) on Wed, 14 Sep 2011 21:03:01 GMT
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well when our pp was under attack and while i was to far away, i tried to suicid and end up 11 times in ref on mesa and ragequited after that...

Subject: Re: spawns are more random? lol
Posted by [Dethdeath](#) on Wed, 14 Sep 2011 21:48:43 GMT
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They'll probably only be more random if the server is running the new scripts.

Subject: Re: spawns are more random? lol
Posted by [EvilWhiteDragon](#) on Wed, 14 Sep 2011 22:13:30 GMT
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Dethdeath wrote on Wed, 14 September 2011 23:48They'll probably only be more random if the server is running the new scripts.
Dethdeath wins a cookie!

Subject: Re: spawns are more random? lol
Posted by [iRANian](#) on Wed, 14 Sep 2011 22:49:42 GMT
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lol hitman is dumb

Subject: Re: spawns are more random? lol
Posted by [Gen_Blacky](#) on Thu, 15 Sep 2011 00:30:20 GMT
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that's why he is a hitman

Subject: Re: spawns are more random? lol
Posted by [danpaul88](#) on Thu, 15 Sep 2011 07:05:19 GMT
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I just assumed he was talking about a 4.0 server since there's no way client scripts could affect where the server chooses to spawn you...

Subject: Re: spawns are more random? lol
Posted by [Hitman](#) on Thu, 15 Sep 2011 11:14:15 GMT
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oops L!OL

proceed
