
Subject: Slow Death

Posted by [BAGUETTE](#) on Sun, 21 Oct 2012 17:40:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

Just thought, would TT possibly be able to resolve the issue of the time it takes to re-spawn after a death, by setting it to a fixed time value, say 2 or 3 seconds.

Scenario: If you get killed by a cinematic such as the cargo plane, you re-spawn right away, but if you get killed whilst being inside a wall so to say, the body takes ages to fall to the ground since it appears the animation is slowed, and sometimes can even take like 8 seconds to respawn.

Subject: Re: Slow Death

Posted by [iRANian](#) on Sun, 21 Oct 2012 18:39:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hold the mouse button and it skips the animation.

Subject: Re: Slow Death

Posted by [Troll King](#) on Mon, 22 Oct 2012 15:21:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

To hold the mouse button might just be a solution yeah, but it doesn't fix the problem Iran... Cause it seems that it wasn't intended to let somebody die that slowly.
Atleast it would be stupid if it would be intended...

Subject: Re: Slow Death

Posted by [iRANian](#) on Mon, 22 Oct 2012 15:30:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

it was intended, you can't skip it in LAN. Some of the animations take a lot longer than the other ones, too.

Subject: Re: Slow Death

Posted by [Jamie or NuneGa](#) on Mon, 22 Oct 2012 19:50:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

iRANian wrote on Sun, 21 October 2012 19:39 Hold the mouse button and it skips the animation.

Someone could of mentioned this 8 years ago...

Subject: Re: Slow Death
Posted by [BAGUETTE](#) on Thu, 25 Oct 2012 01:13:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ya LOL

Subject: Re: Slow Death
Posted by [Hypnos](#) on Fri, 26 Oct 2012 02:37:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well fuck, that's useful...
