
Subject: Re: JUST AN IDEA....

Posted by [StealthEye](#) on Thu, 05 Oct 2006 07:28:54 GMT

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We (BlackIntel) have the command, and it's really useful when ppl get stuck or for seeing who is hillcamping (although that is automatically prevented now). We just do !te player locationname, eg. !te stea nod, where the location can be defined by going there and typing !mkt locationname. It usually is not useful, but there are some cases in which it helps. Recently someone got stuck in the harvester, blocking both the harvy and himself, so I just teleported him back to base.
