Subject: Re: [SSGM 4.0 Plugin] Unstuck Command
Posted by Troll King on Mon, 14 Jan 2013 00:22:31 GMT

The all known '!unstuck' / '!stuck' command.
I suggest you use Find_Teleport_Location and Can_Teleport(_Here) (dunno what it was again).
Instead of the current method you're using like what SirXeno said is true and will be abused.

EDIT: also Can_Teleport_And_Stand would be a good idea too...