Subject: Re: [SSGM 4.0 Plugin] Unstuck Command Posted by Troll King on Mon, 14 Jan 2013 00:22:31 GMT View Forum Message <> Reply to Message

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...

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