
Subject: Re: [SSGM 4.0 Plugin] Unstuck Command
Posted by [Ethenal](#) on Mon, 14 Jan 2013 18:13:26 GMT

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Troll King wrote on Sun, 13 January 2013 18:22The 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...

Listen to this man. Can_Teleport_And_Stand is what Renegade's stock spawn system uses, and I don't know if you've noticed, but if you have enough spawn points on a map in Renegade, you never get stuck it's because of that function.

P.S. It may very well be a specific variant of the "Can_Teleport" functions, but I think it is indeed Can_Teleport_And_Stand.
