Subject: Re: Maybe a blue hell solution?
Posted by StealthEye on Thu, 07 Jun 2007 10:51:32 GMT

For now, I'm able to detect blue hell, but teleporting you out of it is something different. (Possible, but not as easy as just teleporting you). Actually when you are in blue hell you are extremely high above the map (or low, but then you get killed instantly and respawn). I'm still hoping to be able to prevent blue hell though.