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Subject: Re: visceroid

Posted by [bisen11](#) on Fri, 09 May 2008 13:10:35 GMT

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You mean make it so a visceroid doesn't get stuck when you become one? You have to make sure you aren't near a wall when you buy one. So like if you were to make a script zone that had a buy character on enter script that wasn't near a wall, that'd work.

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