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Subject: Re: visceroid

Posted by [wittebolx](#) on Sun, 29 Jun 2008 11:13:22 GMT

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you can also attach a script that when you turn into a visceroid the script activates an unstuck command.

thats the way i do it.

after 2 seconds of purchasing a visceroid by command or crate, the visceroid jumps once, then you are no longer stuck

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