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Subject: Re: [SSGM 4.0 Plugin] Unstuck Command  
Posted by [zunnie](#) on Sun, 13 Jan 2013 20:21:47 GMT

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EvilWhiteDragon wrote on Sun, 13 January 2013 14:57zunnie wrote on Sun, 13 January 2013 18:47Forgot to add that the plugin checks their current and stuck position, if they moved too much they wont be teleported back to their last good position. They are not really stuck then. Afaik StealthEye fixed TT in such a way that getting truly stuck is virtually impossible... It still happens sometimes on newer maps (or older if you like)...

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