

## BJ Movement - Bug #1414

### Immunity Chain

2015-06-10 09:31 PM - LostOne

<b>Status:</b> New	
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>vbulletin_issue_id:</b>	
<b>Description</b>	
a_IM_Determine_LocalIRC TOONNAME Group Physical TRUE TRUE TRUE TRUE TRUE FALSE	
This command will only work if the person calling the command happens to be TOONNAME. For this to be a useful MCP command it need to be able run from the tank and save anyone you set. I've just wrapped this into my own helper script as a fix... but I'm sure this is not working as intended.	