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Subject: Teleport Script ... Can it teleport vehicles as well?  
Posted by [Anonymous](#) on Sat, 22 Feb 2003 14:17:00 GMT

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Yeah it works quite well with vehicles. It would make a good chronosphere, you could make a building and you drive into it and it teleports you to the field or somewhere. I also had an idea of making a "Remote" weapons factory, the building itself doesn't exist but it's controller does, the vehicle creation zone would be either in the scriptzone or have the waypoints going into it. The vehicles could then be respawned in another place on the map say a garage if you didn't want to have the weapons factory. I suppose it would work for nod too. I have yet to find a good use for it and to see if the harvester will work but i'm sure someone might want to us it.

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