
Subject: Teleport Script (Fixed By Dante)
Posted by [Anonymous](#) on Thu, 23 Jan 2003 08:23:00 GMT
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Thanks Dante Good job. I used an editor only object as instructed by the readme in JW's scripts set (readme2.txt). These were the instructions:TDA_Teleport_ZoneParametersLocation - Vector location of where to be sentObject_ID - Object to teleport to (use an editor only object for this, or else will teleport inside the other object I assume you use either Object_ID OR XYZ location to set the destination. I see teleporting to other scriptzones works too Thanks [January 23, 2003, 09:37: Message edited by: General Havoc]
