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Subject: Teleport Script (Fixed By Dante )  
Posted by [Anonymous](#) on Wed, 22 Jan 2003 08:58:00 GMT  
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Thanks for your help guys, i'll give it a try. One Question, does the unit have to teleport to an object? If so does the object ID and coorinates parameters of the script have to be set to this objects settings?Thanks [ January 22, 2003, 11:36: Message edited by: General Havoc ]

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