
Subject: Teleport Script (Fixed By Dante)
Posted by [Anonymous](#) on Tue, 21 Jan 2003 16:15:00 GMT
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Just wondering if it is going to be possible to make a teleport script for teleporting infantry around a map? or does this exceed the limitations of the scripting language possible in renegade. I know it has been briefly mentioned before. Would it be possible?Thanks [January 23, 2003, 09:22:
Message edited by: General Havoc]
