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Subject: Teleporter Model Fix

Posted by [Titan1x77](#) on Fri, 11 Apr 2003 14:00:14 GMT

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couple of questions

Why are there 3 models of each?

I made my script zone exactly the way General havoc's Tut said....and when i got into the teleporter i had to jump...should i lower the zone?

A lil warning....if you jump into the zone and u teleport out into a wall you die.(just keep your teleport cords. a good square distance from any walls)

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