
Subject: Teleporter Model Fix

Posted by [Halo38](#) on Sat, 12 Apr 2003 13:50:26 GMT

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Titan1x77couple 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)

If you read the 'read me' strangely enought it will tell you why there are 3 of each, but ill save you the trouble, as they use moveing alpha enabled textures (namely the 'stealth effect') they look crap when you want to line 3 of the models up and the all the effects move at the same time so i have changed the linear offset very slightly in the differenet models, so they are staggered.

If you made it the same as in the tut you should not have to jump, move it foward a bit, look at some of the pics in the screenshots folder i included in the download for more help. make sure the zone covers your character in walkthrough mode (like in the pics), this could be your problem.

The shots were taken after i tested it to see if it worked so the way i have it there is the way it needs to be. I tested lots of other meathods and this was the best/most convincing.

If you note down the co-ords exactly right there should be no events of you teleporting in to objects. all the ones i have coded and set up worked first time. Just take your time, lock the teleporter in position by hitting 'enter/return' when it is selected so you have no chance of accidentally moving it while messing around with the script zone.

I will be downloading any map that uses these models so make em good please

Havoc did you know there is a rounding up error with the script on the 'Z'axis when I type in 2.004 (I think) it rounded it down to 2.0 and that was displayed on the final params. it still worked mind no teleporting in to objects
