Subject: Teleporter Model Fix Posted by Titan1x77 on Sat, 12 Apr 2003 14:12:11 GMT View Forum Message <> Reply to Message

ok thanks for clearing that up....i read the read me and i thought there were 3 textures you were not to move(or some crap like that)....i understand now

Whatr i meant about the trasporting itno object is that if you jump into the zone, You land past the coords.....say your suppose to land 10.23X -21.45Y 1.2 Z

If you jump into the teleporter you might land on ...

11.02 X -21.40 Y 1.2 Z

i had my zone set near a wall for one of the teleporters and since many people won't just walk in them...they'd prob jump they wont land exactly where the coords are.

Not a problem.,...i simply left room around all the area you teleport to.

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