
Subject: Teleporter Model Fix

Posted by [Halo38](#) on Sat, 12 Apr 2003 14:48:22 GMT

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Titan1x77ok 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.

Negative,

The way the script works is when you touch it (in any place), it shifts the base of your character to the exact coordinates in your params. regardless of your characters velocity that you enter the zone in. you will be facing the same direction as you entered the zone in but none of the momentum will be carried over with the transition.

EDIT: heh heh spot the engineer

Eg. If your character was fired at a script zone at 100MPH! it would teleport to a stationary position of 0MPH @ a the given (X,Y,Z).

The transition is so quick that walking in is seamless, if you have setup you script zone right so the base of the character touches the (inner) base of the teleporter then if you jump in to the script zone you will be teleported down to the correct z position. I just confired this with myself in my test map (featured in the pics).

Quote:Not a problem,....i simply left room around all the area you teleport to. yup just like my pics
