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Subject: Teleporter Question

Posted by [Halo38](#) on Mon, 14 Apr 2003 22:53:21 GMT

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Ummm we'll um yup, if i realease anything, I WILL include all the nessesary links in a/the read me, other wise the models won't be used and I waste my time making them in the first place.

Need extra help? look in the download i have a few screenies on what the zones should look like to work and how to check (yes these did work when i tested them) also press enter/return to lock the teleporter in position while you muck around with the script zone.

AND DOWNLOAD V1.1 AS I DON'T WANT TO SEE THE OLD VERSION OF THE MODELS IN ANY MAPS, LARGE AMOUNTS OF GENOCIDE WILL OCOUR IF YOU DON'T (Click my siggy link, this will always be up to date). ,lol

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