Subject: Teleport problem
Posted by FeaR on Wed, 27 Dec 2006 16:46:58 GMT

Hi, i hope someone can help me with this:

I want to teleport a character to a certain place when he picks up a certain pwerup (double damage for instance)

i tried to do that by giving the preset of the double damage the JFW_Powerup_send_custom with the dave arrows ID and gave the dave arrow the script JFW_Teleport_custom and then made a second daves aroow where it hould be gone to

It only doesnt seem to work so can anyone help please

i dont need to make a scriptzone bc when you pick the double damage up it will dissapear so a scriptzon is useless.

hope someone knows how to do this.

Thnx in advance

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