
Subject: Re: Teleport Failure

Posted by [zunnie](#) on Wed, 09 May 2007 04:31:56 GMT

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Make a daves_arrow somewhere on the map where you want the player to teleport to. (Object->Simple->Daves_Arrow)

Note the ID of that arrow.

Make a script_zone_star and attach the script TDA_Teleport_Zone to it, enter the ID of the arrow you just noted.

When a player walks into the zone they will be teleported there..
