
Subject: GDI & Nod Teleporters (attention General Havoc again!!!)

Posted by [snipefrag](#) on Sun, 09 Mar 2003 13:49:44 GMT

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General HavocThe script will work for sure, it has been tested many times by me and others so we know it will work. There is a problem on how it works though, Halo has suggested an idea how it works though. If you put a zone at the back, that will work, have it teleport to the coordinates of a infantrt spawner then delete the spawner. If the spawner is in front of the scriptzone it should work okay. Please be aware that you teleport facing the same direction when you add the objects to the map. in theory you should place them facing the same direction (so the doors both face north for example). But this should work so give it a try.

_General Havoc

Ill have a look and fill the read me with al the things to consider. may be out later in the week then, Friday maybe.
