
Subject: Re: Vehicle Teleport

Posted by [danpaul88](#) on Sat, 27 Apr 2013 19:05:58 GMT

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How are you trying to use them? Generally you create a scripts zone (don't tick "check stars only" if you want to have it work on non player vehicles) and have the vehicles spawn in (or, drop into from slightly above if spawning inside doesn't trigger Zone::Entered().... not sure if it does) the script zone.

Add the teleport script to the script zone and set up where you want them to teleport to.
