Subject: GDI & Nod Teleporters (attention General Havoc again!!!)
Posted by General Havoc on Tue, 11 Mar 2003 15:58:52 GMT

Yeah thas one problem with the script. Well if you teleport to the location of an object (rather than an XYZ coordinate) then you will spawn inside the other person and get stuck. This is doesn't occur often when your playing because you wil almost certainly move when you are teleported to the other end. If you teleport to an XYZ coordinate then i'm not sure if this still happens or not. If it is a problem when you tested it then you can either add multiple zones so each player has a chance of hitting a different zone and being teleported slightly offset or you add a steep ramp that will make the player fall slightly after they have been teleported. Let me know if you have any other questions.

_General Havoc