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

Posted by [Halo38](#) on Tue, 11 Mar 2003 17:05:39 GMT

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General Havoc I'm not sure about that. I know what you mean you would want it to "telefrag" the other player that you spawn into. It may be possible to stop the enemy using them though, there are some scripts that may allow that.

If it kills both players then the blockage is stopped, that to me seems fair (could you do a bit of research if possible, or have a word with Jon Wilson)

I'll stick to the original design for the moment.

Edit: I'm also texturing up a teleporter for teleporting around neutral areas, the GDI/Nod ones can be used to designate a teleporter to the enemy/friendly base (i'm going to do a flash little DM using this script ).

Edit2: Nice avatar!

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