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

Posted by [Sk8rRIMuk](#) on Thu, 13 Mar 2003 22:34:13 GMT

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I did think they would work well in future maps/mods...

I just started to learn modding and if they becoem public I would like to use them in my first map (maybe doctor in london?) but I am only currently messing around with models at the momment...

Oh and correction WAS the spammander Crimson kindly look my Spammander title away. Still I was once the only spammander (was 54ppd now only 26 )...

Would you be able to use these teleporters to teleport Vechiles if they were bigger?

-Sk8rRIMuk

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