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

Posted by [Halo38](#) on Fri, 14 Mar 2003 11:27:06 GMT

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Sk8rRIMukI 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

\*misses the spammander rank :cry:\*

They will be made available soon as i have everything worked out.

I have made 3 versions of each the only thing thats different is they all have a slightly different speed on the teleportation effect so if for some reason you wanted a line of 3 Nod teleporters they could all have a different timed effect (looking at 3 with exactly the same effect looks awful belive me)

Ofcourse to save space in your mod you could just use one of the W3D's clone it and put 3 of them in a triangular shape (so you don't see all the effects at the same time)

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