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

Posted by [General Havoc](#) on Fri, 14 Mar 2003 18:39:57 GMT

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... Haven't tried it with harvesters yet or other pathfinding vehicles. It would be good to see if it will still pathfind correctly if it was teleported. Also you can teleport orcas and things like that. If you don't want the vehicle teleporters to transport troops (walking in) then but a physical collision mesh in front of it.

_General Havoc
