jonwil

6.new script, JFW_Bounce_Zone_Entry_All_Directions
 Player_Type (what player type to trigger on, 0 = Nod, 1 = GDI, 2 = any)
 Amount (what to add to the position each time, it takes x,y,z)

is it at all possible to move the player in a straight line from point A to point B at a certain speed?

Location of the zone to a location specified....but moved in a direct line to that location...so you can actually see the player move across the screen to it's set location...instead of it basicly teleporting the player.

or a zone that triggers the players movement 1 meter per x seconds...this would have to be done in tenths of a second...but you could actually see him move from 0-Z to 1-Z to 2-Z and so forth.