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Subject: About teleporters

Posted by [bisen11](#) on Fri, 17 Dec 2004 00:17:44 GMT

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I saw how to do them on renhelp and i tried them and they worked. I was just wondering if they caused much lag. I haven't tried it with anyone else so i was wondering that.

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Subject: About teleporters

Posted by [Spice](#) on Fri, 17 Dec 2004 03:29:50 GMT

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It causes little to no lag at all. The only problem with teleporters are if someone enters the teleporter right after someone. the world boxes are then merged and they cannot move until one of the players died.

This was a real problem in the map lightwave by titan1x77. I'm not sure if there is a way to set multiple spawn points coming out of a transporter.

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Subject: About teleporters

Posted by [Slash0x](#) on Fri, 17 Dec 2004 05:43:33 GMT

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EXdeath7the world boxes are then merged and they cannot move until one of the players died. You should know people that use teleporters eventually mutate. There atoms aren't put back together properly all the time. :rolleyes: Lol.

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Subject: About teleporters

Posted by [icedog90](#) on Fri, 17 Dec 2004 05:55:50 GMT

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Teleporting people hasn't even been acomplished yet... lol.

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Subject: About teleporters

Posted by [Hydra](#) on Fri, 17 Dec 2004 05:58:55 GMT

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Or has it...?

\*X-Files theme plays\*

:shiftyeyes:

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Subject: About teleporters

Posted by [SioxerNic](#) on Fri, 17 Dec 2004 08:06:13 GMT

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A door should just close and make sure no one enters right after

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Subject: About teleporters

Posted by [WNxCABAL](#) on Fri, 17 Dec 2004 13:44:05 GMT

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I "think" scientists have found a way to teleport fruit.  
I'm sure I saw that on the news ages back...

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Subject: About teleporters

Posted by [glyde51](#) on Fri, 17 Dec 2004 14:01:58 GMT

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someone teleport me some cheese!

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Subject: About teleporters

Posted by [Slash0x](#) on Fri, 17 Dec 2004 17:44:18 GMT

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They actually have teleported "one" atom. Now they need to test full objects...let's throw my dog in it.

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Subject: About teleporters

Posted by [icedog90](#) on Fri, 17 Dec 2004 21:24:25 GMT

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Slash0xThey actually have teleported "one" atom. Now they need to test full objects...let's throw my dog in it.

I know that, but it means destroying the original and making a copy. That would be cloning.

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Subject: About teleporters

Posted by [Deactivated](#) on Fri, 17 Dec 2004 21:44:03 GMT

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Slash0xThey actually have teleported "one" atom. Now they need to test full objects...let's throw my dog in it.

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"Fly" movie, anyone?

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Subject: About teleporters

Posted by [rm5248](#) on Fri, 17 Dec 2004 23:17:47 GMT

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\_TFWxANDY\_I "think" scientists have found a way to teleport fruit.  
I'm sure I saw that on the news ages back...

I don't think that they've gotten that far... I believe that all they've been able to do is to teleport some light.

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Subject: About teleporters

Posted by [bisen11](#) on Fri, 17 Dec 2004 23:28:51 GMT

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Cool. By the way. How do you make those script zone all boxes taller? I see how to move them up and down and how to make them wider but i dont see how to make them taller....

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Subject: About teleporters

Posted by [Slash0x](#) on Sat, 18 Dec 2004 00:36:04 GMT

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Hold shift...works wonders.

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Subject: About teleporters

Posted by [bisen11](#) on Wed, 22 Dec 2004 17:25:28 GMT

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Hey i was just thinking, do other people have to have scripts2.whatever? Or is it fine as long as that stuff is in the map?

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Subject: About teleporters

Posted by [kopaka649](#) on Wed, 22 Dec 2004 17:55:32 GMT

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Slash0xThey actually have teleported "one" atom. Now they need to test full objects...let's throw my dog in it.

i think it was actually a photon

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Subject: About teleporters

Posted by [Oblivion165](#) on Wed, 22 Dec 2004 18:09:55 GMT

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dude#1Hey i was just thinking, do other people have to have scripts2.whatever? Or is it fine as long as that stuff is in the map?

it wont export the scripts with the lv, so they will have to have it.

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