

---

Subject: Teleporting.

Posted by [Brandon](#) on Sun, 01 Oct 2006 23:19:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I know how to setup teleporters and all, etc. What I want to know is how do I make a teleporter change destination after an objective is completed and even more important, how do I setup the objective?

---

---

Subject: Re: Teleporting.

Posted by [Veyrdite](#) on Mon, 02 Oct 2006 03:09:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

you would have to search all the scripts

---

---

Subject: Re: Teleporting.

Posted by [R315r4z0r](#) on Mon, 02 Oct 2006 03:49:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

there is a teleporting tutorial on <http://renhelp.laeubi-soft.de/>

---

---

Subject: Re: Teleporting.

Posted by [Jerad2142](#) on Mon, 02 Oct 2006 15:35:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Its actually kinda easy, you use add and remove scripts, send a custom to the zone, which would remove the old teleport script and delay another script a few seconds and the add another teleport script.

---

---

Subject: Re: Teleporting.

Posted by [LR01](#) on Mon, 02 Oct 2006 16:20:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

set objects? for SP ore MP?

---

---

Subject: Re: Teleporting.

Posted by [Jerad2142](#) on Mon, 02 Oct 2006 17:38:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

There is another way to do it, at the exit zone of the first teleporter put a script zone, when you complete the objective send a custom to the script zone, and have it attach a teleport script.

---

---

Subject: Re: Teleporting.

Posted by [Oblivion165](#) on Mon, 02 Oct 2006 22:20:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

<http://www.renegadeforums.com/index.php?t=getfile&id=1020&rid=996>

There is an example of a standard teleporter.

---

Subject: Re: Teleporting.

Posted by [Brandon](#) on Mon, 02 Oct 2006 22:40:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Ok, thanks for the help everyone but I already know how to make teleporters and am quite good at it. I just needed to know how to change the destination which I have been provided that information now. All I wonder now is how do I get an objective message on the autorotate without using NR bot and how would I link the completed objective to the teleporter to make it change?

I don't know exactly what I'm going to do yet but I want to make it so that once you get to certain points in a level you'll be teleporter further and further every time, etc.

---

Subject: Re: Teleporting.

Posted by [Jerad2142](#) on Tue, 03 Oct 2006 05:12:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Just enable a new teleporter by the old teleporter exit spot using a custom which can be sent by destroying the object or getting to a spot or what ever.

---

Subject: Re: Teleporting.

Posted by [LR01](#) on Tue, 03 Oct 2006 16:32:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

For the message, I fear you need C++, or sum1 that does it for you

---

Subject: Re: Teleporting.

Posted by [Brandon](#) on Tue, 03 Oct 2006 18:23:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Well, thanks everyone for the help. Now I can continue my co-op campaign. Also, I have a guy who does C++ and he says he can do that so we're all good.

---