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Subject: Random Telleporting

Posted by [Theboom69](#) on Fri, 09 Feb 2007 16:03:17 GMT

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How do i get it so you telleport to a place in diff place's of that place?

Say i want to make a telli in GDI base that will randomly pick out 1 of 4 spot's to telleport you to, like i make 4 spot's in nod base and every time its a diff place that you telli in to.

Also how can i set it up where you walk into a script zone you change into a diff char?

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Subject: Re: Random Telleporting

Posted by [Jerad2142](#) on Fri, 09 Feb 2007 16:25:56 GMT

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You could use add or remove scripts to add a new teleport script and remove the old one (not suggested, if done wrong will cause the game to crash). There is also a script that you attach to a powerup, if you made four different power up that teleported you to different spots and then made a spawner that spawned a random choice of these four there you go (the script is called "KAK\_Warp\_On\_Pickup"). Personally myself I made a script to do just random teleportation.

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Subject: Re: Random Telleporting

Posted by [Veyrdite](#) on Fri, 09 Feb 2007 23:26:27 GMT

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i remember seeing a jfw teleporter with multiple entries and chances or something

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Subject: Re: Random Telleporting

Posted by [Theboom69](#) on Fri, 09 Feb 2007 23:46:31 GMT

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Tried it.

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Subject: Re: Random Telleporting

Posted by [nopol10](#) on Sat, 10 Feb 2007 06:27:26 GMT

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Jerad2142, when will your scripts be out?

Will it be out with the latest RP2?

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Subject: Re: Random Telleporting  
Posted by [Jerad2142](#) on Sat, 10 Feb 2007 08:24:15 GMT  
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nopol10 wrote on Fri, 09 February 2007 23:27Jerad Gray, when will your scripts be out?  
Will it be out with the latest RP2?  
I am a sneaky person, the scripts I am releasing with RP2 is a smaller package, it only has about 6 scripts. My main package has about 50 scripts and will be released with Renhalo on its completion).

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Subject: Re: Random Telleporting  
Posted by [Theboom69](#) on Sat, 10 Feb 2007 08:36:29 GMT  
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When is Renhalo gonna be done?

Are you doing it your self?

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Subject: Re: Random Telleporting  
Posted by [Jerad2142](#) on Sat, 10 Feb 2007 16:54:48 GMT  
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Renhalo will be done when I think it is done (it has to have a great ending, level 10 took at least 1 hour and 30 minutes to beat)!

And yes I am doing it all by myself.

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Subject: Re: Random Telleporting  
Posted by [Veyrdite](#) on Sun, 11 Feb 2007 08:49:15 GMT  
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go jerad

isn't there a scipt to randomly select other scripts on the item (this case teleporter) which you place at the top of the stack, and the rest are all the teleporter scripts to diff places

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Subject: Re: Random Telleporting  
Posted by [Theboom69](#) on Sun, 11 Feb 2007 09:51:33 GMT  
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idk.

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