Subject: Teleport Script (Fixed By Dante)
Posted by Anonymous on Tue, 21 Jan 2003 16:15:00 GMT
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Just wondering if it is going to be possible to make a teleport script for teleporting infantry around a map? or does this exceed the limitations of the scripting language possible in renegade. I know it has been briefly mentioned before. Would it be possible?Thanks   [January 23, 2003, 09:22: Message edited by: General Havoc]

Subject: Teleport Script (Fixed By Dante)
Posted by Anonymous on Tue, 21 Jan 2003 16:18:00 GMT
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try TDA_Teleport_Zone. (in 0.99)Is that what you want?

Subject: Teleport Script (Fixed By Dante)
Posted by Anonymous on Wed, 22 Jan 2003 04:17:00 GMT
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I made it, but i dont know the variables for the Location. I tryed 2 meters above on the Z Axis, but the same thing keeps happening, i walk into the zone, then suddenely appear at the edge of my map, and just fall. Sorta like when you fall through the ground in commando if you messed up on collisions (no of course i didn't mess up, i used heightfeild   ). What should I do to get this script working for me? E-mail me at kidrage11@attbi.com

Subject: Teleport Script (Fixed By Dante)
Posted by Anonymous on Wed, 22 Jan 2003 07:27:00 GMT
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i recommend placing a character object where you want to spawn, double click on it, then get the position, then delete it and use those x,y,z positions for the script

Subject: Teleport Script (Fixed By Dante)
Posted by Anonymous on Wed, 22 Jan 2003 08:58:00 GMT
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Thanks for your help guys, i'll give it a try. One Question, does the unit have to teleport to an object? If so does the object ID and coorinates parameters of the script have to be set to this objects settings?Thanks [January 22, 2003, 11:36: Message edited by: General Havoc]

Subject: Teleport Script (Fixed By Dante)
Posted by Anonymous on Wed, 22 Jan 2003 18:53:00 GMT
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I am Having the same issue , The Teleporter doesn't listen to the Marked destination, only to land you at 0,0 on the map. (usally the middle)So i end up ingraved halfway into the ground.

Subject: Teleport Script (Fixed By Dante)
Posted by Anonymous on Wed, 22 Jan 2003 22:15:00 GMT
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gonna take a look now...

Subject: Teleport Script (Fixed By Dante)
Posted by Anonymous on Wed, 22 Jan 2003 22:43:00 GMT
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ok, looks like the x,y,z has something wrong with it, probably an internal function, i will get that fixed in 1.0as far as the object ID goes... you used an object that is an editor ONLY object, i have uploaded the mod folder again, with an example using a Dave's Arrow, <-- those things are useful here goeshttp://di.ww-unleashed.com/Downloads/Teleport.rar

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Subject: Teleport Script (Fixed By Dante)
Posted by Anonymous on Wed, 22 Jan 2003 23:19:00 GMT
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here it is working (shhh, i was bored   )http://di.ww-unleashed.com/Movies/Teleport.wmv

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Subject: Teleport Script (Fixed By Dante)
Posted by Anonymous on Thu, 23 Jan 2003 00:27:00 GMT
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so whats the point of an object ID?

Subject: Teleport Script (Fixed By Dante)
Posted by Anonymous on Thu, 23 Jan 2003 00:34:00 GMT
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Okay i have spent an hour or so trying to get this script to work correctly. I have had no sucess because it always teleports you off the map. I have done everything correctly and i can olny assume its a fault in the script. I set up the scriptzone correctly and the location to teleport to. I

have included the mod folder of my test map if anyone wants to try and get it working. Dante you may want to have a look too in case it is a script fault. You can download the mod folder at http://tiger_frog.tripod.com/Teleport.zip . Please post any feedback on any progress here so we can figure it out.Thanks [January 22, 2003, 12:36: Message edited by: General Havoc]

Subject: Teleport Script (Fixed By Dante)
Posted by Anonymous on Thu, 23 Jan 2003 08:23:00 GMT
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Thanks Dante   Good job. I used an editor only object as instructed by the readme in JW's scripts set (readme2.txt). These were the instructions:TDA_Teleport_ZoneParametersLocation - Vector location of where to be sentObject_ID - Object to teleport to (use an editor only object for this, or else will teleport inside the other object I assume you use either Object_ID OR XYZ location to set the destination. I see teleporting to other scriptzones works too   Thanks [January 23, 2003, 09:37: Message edited by: General Havoc]