Subject: Teleport Help
Posted by Brandon on Sun, 06 May 2007 01:49:05 GMT

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Okay, I've created this giant cage for GDI units to spawn and purchase stuff in and I made a ladder go to the top and at the top there's a script zone which is suppose to activate JFW_Teleport_Custom_Random (because I want people to be teleported to one of the five random locations I specified). I have five other script zones outside and used a daves arrow with the JFW_Teleport_Custom_Random script and entered the script zones locations and IDs and for the Custom parameter I used the ID number of the script zone that you pass when climbing the ladder. Of course it didn't work (-.-) and I'm wondering if someone could just tell me how I can do this.

I just want people to climb the ladder and towards the top pass through a script zone that'll randomly teleport them to one of the five locations I choose.

Subject: Re: Teleport Help
Posted by Zion on Sun, 06 May 2007 11:42:07 GMT

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Their is a bug that if you climb a ladder and walk through a teleporter zone the engine still thinks you're on a ladder (even though you're not) and there is no way off unless you die.

I higly recommend putting a second floor in this 'cage' of yours with a pedastle or something to indicate the teleporter zone. That way players won't get glitched.

Subject: Re: Teleport Help
Posted by Brandon on Mon, 07 May 2007 05:29:37 GMT

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Okay, and jonwil told me that the multi-teleport wouldn't work so I'll just use a normal teleport. I hope someone makes an easy to use random teleport script soon.