Subject: Teleport Failure
Posted by Brandon on Wed, 09 May 2007 03:12:38 GMT
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Okay, so I know how to do teleporting and all but I keep getting a glitch to where it teleports everyone to the middle of a map no matter where the teleporter points to. I'm trying to use a teleporter on the map: M00_Tutorial. Is it just a built in glitch? Someone please help me.

Subject: Re: Teleport Failure
Posted by Oblivion165 on Wed, 09 May 2007 04:16:58 GMT
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I always use the id of a scriptzone, never had a problem when doing that. Did you try that approach?

Subject: Re: Teleport Failure
Posted by Brandon on Wed, 09 May 2007 04:18:03 GMT
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I was about to but thought it wouldn't hurt to ask (after all I wasn't planning on editing tonight). Thanks Oblivion!

Subject: Re: Teleport Failure
Posted by zunnie on Wed, 09 May 2007 04:31:56 GMT
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Make a daves_arrow somewhere on the map where you want the
player to teleport to. (Object->Simple->Daves_Arrow)

Note the ID of that arrow.

Make a script_zone_star and attach the script
TDA_Teleport_Zone to it, enter the ID of the arrow you just noted.

When a player walks into the zone they will be teleported there..

Subject: Re: Teleport Failure
Posted by Brandon on Wed, 09 May 2007 18:26:51 GMT
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Okay, much better than a script zone, lol. I don't like making script zones that I don't really use, it's clutter and I tend to be a perfectionist about everything.