Subject: Script Zones
Posted by CdCyBoRg on Tue, 19 Jun 2007 01:49:21 GMT
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I am making a map and i have a made a script zone, when somone enters it, i want them to be teleported to another location, what script do i use? i have tried, but they dont work, Thanks in advance.

Subject: Re: Script Zones
Posted by BlueThen on Tue, 19 Jun 2007 02:00:03 GMT
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TDA_teleport I think...
or JFW_teleport (guess)

Subject: Re: Script Zones
Posted by Brandon on Tue, 19 Jun 2007 02:08:13 GMT
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TDA_Teleport is the easiest. Simply make a daves arrow in the exact location you want your unit to be teleported and write down it's location (X,Y,Z) and ID number. Go to your script zone and enter both the location and ID number of the daves arrow and it'll work.

Subject: Re: Script Zones
Posted by CdCyBoRg on Tue, 19 Jun 2007 02:55:45 GMT
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ty, it works