
Subject: GDI & Nod Teleporters (attention General Havoc again!!!)

Posted by [Halo38](#) on Sat, 08 Mar 2003 23:54:31 GMT

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Just something i knocked up yesterday

Might be on the mod exchange soon.....

Subject: GDI & Nod Teleporters (attention General Havoc again!!!)

Posted by [Deafwasp](#) on Sun, 09 Mar 2003 01:31:48 GMT

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Nice.

Subject: GDI & Nod Teleporters (attention General Havoc again!!!)

Posted by [Griever92](#) on Sun, 09 Mar 2003 02:47:50 GMT

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Nice, Great Texturing, can't wait to use them

Subject: GDI & Nod Teleporters (attention General Havoc again!!!)

Posted by [Halo38](#) on Sun, 09 Mar 2003 09:14:30 GMT

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BlazerNice models. Please read my sticky pertaining to posting HUGE images

That better? :satisfied:

Edit: I was looking at how the script works and realised as the script only works one way i might make a different reciver (so it doesn't add confusion as to which is the out going and in coming) then again adding very small script zones and placin them inside at the back of the model might work.

Subject: GDI & Nod Teleporters (attention General Havoc again!!!)

Posted by [Sk8rRIMuk](#) on Sun, 09 Mar 2003 12:18:02 GMT

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They look very nice kinda like Doctor Who meets Rengade...

This could become a feature in mods to come as they look better (and more noiticable) than pedstals on the floor...

I hope you get that script working right if you don't it would be a shame becaus that is some quality work there .

-Sk8rRIMuk

Subject: GDI & Nod Teleporters (attention General Havoc again!!!)

Posted by [Halo38](#) on Sun, 09 Mar 2003 12:34:29 GMT

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-Sk8rRIMuk

Subject: GDI & Nod Teleporters (attention General Havoc again!!!)

Posted by [snipefrag](#) on Sun, 09 Mar 2003 12:55:22 GMT

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Wait till you see the effect inside the teleporter it ownz, nice work my brother keep up the good work o wait your behind me lol

Subject: GDI & Nod Teleporters (attention General Havoc again!!!)

Posted by [Sk8rRIMuk](#) on Sun, 09 Mar 2003 13:02:02 GMT

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snipefragWait till you see the effect inside the teleporter it ownz, nice work my brother keep up the good work o wait your behind me lol

Sounds good can't wait <--- to u aswell halo.

-Sk8rRIMuk

Subject: GDI & Nod Teleporters (attention General Havoc again!!!)

Posted by [General Havoc](#) on Sun, 09 Mar 2003 13:02:21 GMT

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The script will work for sure, it has been tested many times by me and others so we know it will work. There is a problem on how it works though, Halo has suggested an idea how it works though. If you put a zone at the back, that will work, have it teleport to the coordinates of a infantry spawner then delete the spawner. If the spawner is in front of the scriptzone it should work okay. Please be aware that you teleport facing the same direction when you add the objects to the map. in theory you should place them facing the same direction (so the doors both face north for example). But this should work so give it a try.

_General Havoc

Subject: GDI & Nod Teleporters (attention General Havoc again!!!)

Posted by [snipefrag](#) on Sun, 09 Mar 2003 13:49:44 GMT

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General HavocThe script will work for sure, it has been tested many times by me and others so we know it will work. There is a problem on how it works though, Halo has suggested an idea how it works though. If you put a zone at the back, that will work, have it teleport to the coordinates of a infantry spawner then delete the spawner. If the spawner is in front of the scriptzone it should work okay. Please be aware that you teleport facing the same direction when you add the objects to the map. in theory you should place them facing the same direction (so the doors both face north for example). But this should work so give it a try.

_General Havoc

I'll have a look and fill the read me with all the things to consider. may be out later in the week then, Friday maybe.

Subject: GDI & Nod Teleporters (attention General Havoc again!!!)

Posted by [snipefrag](#) on Sun, 09 Mar 2003 14:14:39 GMT

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lol that was from halo38 he forgot to log outta my account i am on his laptop :rolleyes: :rolleyes:

Subject: GDI & Nod Teleporters (attention General Havoc again!!!)

Posted by [Halo38](#) on Sun, 09 Mar 2003 23:42:11 GMT

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snipefraglol that was from halo38 he forgot to log outta my account i am on his laptop :rolleyes: :rolleyes:

Dam you owe me a Post!

Subject: GDI & Nod Teleporters (attention General Havoc again!!!)

Posted by [General Havoc](#) on Sun, 09 Mar 2003 23:49:28 GMT

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If your stuck on the script my tutorial is always available at <http://www.nondl.net>

_General Havoc

Subject: GDI & Nod Teleporters (attention General Havoc again!!!)

Posted by [Halo38](#) on Mon, 10 Mar 2003 00:17:23 GMT

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General HavocIf your stuck on the script my tutorial is always available at <http://www.nondl.net>

_General Havoc

I'm just waiting to get back to my flat i'm at home for the weekend and away from my archive of modding files *feels incomplete* i've had that tutorial for a while now (preaty obvious what your supposed to do, well only after you read the tutorial,lol)

Subject: GDI & Nod Teleporters (attention General Havoc again!!!)

Posted by [Halo38](#) on Tue, 11 Mar 2003 15:52:05 GMT

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Havoc- if you teleport to a location that is already occupied by another player what happens????

do you get stuck inside each other?? that's a small problem with my model

Subject: GDI & Nod Teleporters (attention General Havoc again!!!)

Posted by [General Havoc](#) on Tue, 11 Mar 2003 15:58:52 GMT

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Yeah this one problem with the script. Well if you teleport to the location of an object (rather than an XYZ coordinate) then you will spawn inside the other person and get stuck. This doesn't occur often when you're playing because you will almost certainly move when you are teleported to the other end. If you teleport to an XYZ coordinate then I'm not sure if this still happens or not. If it is a problem when you tested it then you can either add multiple zones so each player has a chance of hitting a different zone and being teleported slightly offset or you add a steep ramp that will make the player fall slightly after they have been teleported. Let me know if you have any other questions.

_General Havoc

Subject: GDI & Nod Teleporters (attention General Havoc again!!!)

Posted by [Halo38](#) on Tue, 11 Mar 2003 16:29:38 GMT

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General Havoc Yeah that's one problem with the script. Well if you teleport to the location of an object (rather than an XYZ coordinate) then you will spawn inside the other person and get stuck. This doesn't occur often when you're playing because you will almost certainly move when you are teleported to the other end. If you teleport to an XYZ coordinate then I'm not sure if this still happens or not. If it is a problem when you tested it then you can either add multiple zones so each player has a chance of hitting a different zone and being teleported slightly offset or you add a steep ramp that will make the player fall slightly after they have been teleported. Let me know if you have any other questions.

_General Havoc

Do you think the script could be written to kill both players if this did happen (like duke nukem)

Subject: GDI & Nod Teleporters (attention General Havoc again!!!)

Posted by [General Havoc](#) on Tue, 11 Mar 2003 16:49:34 GMT

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I'm not sure about that. I know what you mean you would want it to "telefrag" the other player that you spawn into. It may be possible to stop the enemy using them though, there are some scripts that may allow that.

Subject: GDI & Nod Teleporters (attention General Havoc again!!!)

Posted by [Halo38](#) on Tue, 11 Mar 2003 17:05:39 GMT

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General Havoc I'm not sure about that. I know what you mean you would want it to "telefrag" the other player that you spawn into. It may be possible to stop the enemy using them though, there are some scripts that may allow that.

If it kills both players then the blockage is stopped, that to me seems fair (could you do a bit of research if possible, or have a word with Jon Wilson)

I'll stick to the original design for the moment.

Edit: I'm also texturing up a teleporter for teleporting around neutral areas, the GDI/Nod ones can be used to designate a teleporter to the enemy/friendly base (I'm going to do a flash little DM using this script).

Edit2: Nice avatar!

Subject: GDI & Nod Teleporters (attention General Havoc again!!!)

Posted by [Madtone](#) on Thu, 13 Mar 2003 01:53:38 GMT

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lol im a bit late on this subject, but im actually going to use the teleport script on my new mod "Renegade AdVaNcEd" and thought i would show you my un-skinned teleporter model!

also once its skinned i will be putting a cool emitter inside of the teleporter.. (p.s ignore how big that is, its just cuz i built it big, i will scale it down to the size of a normal ren player, so they can just walk in and blamo be teleported!)

Subject: GDI & Nod Teleporters (attention General Havoc again!!!)

Posted by [Halo38](#) on Thu, 13 Mar 2003 18:48:25 GMT

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Just going throught the posts in more detail and i noticed this..

Quote:This could become a feature in mods to come as they look better (and more noiticable) than pedestals on the floor...

So as i'm going to release these to the public as soon as i test them out and see if they have the potential of working, I was wondering if you would like to modify your tutorial and/or create a new one on how to set these up for us properly I would do it but I can't say i have the time, and as you do them so well and in an easy to read way i would like you to do one for these.

As was also said in the quote above, by the elite spammander, I would also like to see them become in a way a 'standard preset' and this tutorial could help secure that

I'm sure other models will be made (reference above post) but if there was one easy option (your tutorial and my teleporters) it would save modders from using pedestals and other crap from the preset list! as soon as i finish the models i'll scim some screen shots your way and/or the models. i'll thank and reference you in my read me and give a url to the tutorials page (www.nodnl.net) we support each other in that way.. mail me diehard18@hotmail.com if you want to do this.

Subject: GDI & Nod Teleporters (attention General Havoc again!!!)

Posted by [General Havoc](#) on Thu, 13 Mar 2003 19:29:31 GMT

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I can do that although the tutorial will be largely the same as it is currently. I will make a copy of the

current one take some more screenshots and adjust some parts to fit with using your model. Also i can get the models hosted assuming that there small in size as the hosts transfer rate is quite low and also the amount of space is restricted on the host. Other than that i can link them to a post at Dantes Mod Exchange in my tutorial. I will be able to do that fo you, am i working on the helipad one currently but i will be able to help you soon.

_General Havoc

Subject: GDI & Nod Teleporters (attention General Havoc again!!!)

Posted by [Halo38](#) on Thu, 13 Mar 2003 20:27:02 GMT

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Great Ill put them on the mod x first and if you want this other site to host them thats fine. Ill just put a link in my read me to that tutorials page and on the mod x.

Cheers for your help.

Subject: GDI & Nod Teleporters (attention General Havoc again!!!)

Posted by [Sk8rRIMuk](#) on Thu, 13 Mar 2003 22:34:13 GMT

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I did think they would work well in future maps/mods...

I just started to learn modding and if they becoem public I would like to use them in my first map (maybe doctor in londom?) but I am only currently messing around with models at the momment...

Oh and correction WAS the spammander Crimson kindly look my Spammander title away. Still I was once the only spammander (was 54ppd now only 26)...

Would you be able to use these teleporters to teleport Vechiles if they were bigger?

-Sk8rRIMuk

Subject: GDI & Nod Teleporters (attention General Havoc again!!!)

Posted by [General Havoc](#) on Fri, 14 Mar 2003 00:11:26 GMT

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Yup you can teleport vehicles no problem ... just make sure they have enough space to respawn though.

_General Havoc

Subject: GDI & Nod Teleporters (attention General Havoc again!!!)

Posted by [Halo38](#) on Fri, 14 Mar 2003 11:27:06 GMT

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Sk8rRIMukI did think they would work well in future maps/mods...

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Would you be able to use these teleporters to teleport Vechiles if they were bigger?

-Sk8rRIMuk

misses the spammander rank :cry:

They will be made available soon as i have everything worked out.

I have made 3 versions of each the only thing thats different is they all have a slightly different speed on the teleportation effect so if for some reason you wanted a line of 3 Nod teleporters they could all have a different timed effect (looking at 3 with exactly the same effect looks awful belive me)

Ofcourse to save space in your mod you could just use one of the W3D's clone it and put 3 of them in a triangular shape (so you don't see all the effects at the same time)

Subject: GDI & Nod Teleporters (attention General Havoc again!!!)

Posted by [Halo38](#) on Fri, 14 Mar 2003 11:33:59 GMT

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General HavocYup you can teleport vehicles no problem ... just make sure they have enough space to respawn though.

_General Havoc

I'll follow up my troop teleporters with a huge vechile one! Oh man your going to love this!

Subject: GDI & Nod Teleporters (attention General Havoc again!!!)

Posted by [General Havoc](#) on Fri, 14 Mar 2003 18:39:57 GMT

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... Haven't tried it with harvesters yet or other pathfinding vehicles. It would be good to see if it will still pathfind correctly if it was teleported. Also you can teleport orcas and things like that. If you don't want the vehicle teleporters to transport troops (walking in) then but a physical collision

mesh in front of it.

_General Havoc
