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Subject: Vehicle Teleport

Posted by [escelade3](#) on Thu, 25 Apr 2013 17:43:46 GMT

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I am having trouble trying to get a vehicle to be teleported right after it is purchased (when no one is in it). Does anyone know a script that will work for this? I have tried the normal teleport scripts but they don't seem to work I'm guessing it is because there isn't a character in the vehicle.

Any help would be greatly appreciated.

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Subject: Re: Vehicle Teleport

Posted by [N1warhead](#) on Fri, 26 Apr 2013 00:16:59 GMT

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I'm assuming ur talking about when you purchase the vehicle it doesn't appear E.G. - Inside the WF or no Airplane Drops it for NOD? If so, look at this tutorial below.

<http://renhelp.laeubi.de/tutorial-buildings-for-heightfieldmap-and-mapsetup.html> this is a really good tutorial on how to set up ur buildings to work. You can skip all the RenX stuff if you have already done all that, it shows how to set up buildings so they properly work. At least it works for me.

Otherwise, there is a Teleport tutorial on there as well, it's been tested with a Buggy at least according to the tutorial, I personally have never have a need to mess with the teleport script before. So I can't be sure if all vehicles work in it, I'm sure they will though. (People go through the teleporter fine though.)

<http://renhelp.laeubi.de/> A lot of good renegade/RenX tutorials on the website.

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Subject: Re: Vehicle Teleport

Posted by [escelade3](#) on Fri, 26 Apr 2013 04:24:16 GMT

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Hmm.. I have been trying that but with a different teleport script and it didn't work. I'll try the one it mentions in the tutorial. I'm just assuming that you have to be in the buggy for it to work.

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Subject: Re: Vehicle Teleport

Posted by [danpaul88](#) on Fri, 26 Apr 2013 11:38:54 GMT

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If you use the right teleport scripts you can teleport empty vehicles. If you're using scripts 4.0 you could try;

[http://doc.tiberiantechologies.org/scripts.dll/classdp88\\_\\_teleport.html](http://doc.tiberiantechologies.org/scripts.dll/classdp88__teleport.html)

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Supports pretty much any teleport scenario.. to object, to location, to offset from object etc

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Subject: Re: Vehicle Teleport  
Posted by [escelade3](#) on Sat, 27 Apr 2013 04:29:45 GMT  
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I'll try that out and see if it works thanks.

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Subject: Re: Vehicle Teleport  
Posted by [escelade3](#) on Sat, 27 Apr 2013 17:57:59 GMT  
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That one isn't working either

I don't care so much about the offsets, it mainly needs to teleport the harvester and any empty vehicle the player buys. Hopefully I will find one that works, or maybe I just set that one up wrong.

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Subject: Re: Vehicle Teleport  
Posted by [danpaul88](#) on Sat, 27 Apr 2013 19:05:58 GMT  
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How are you trying to use them? Generally you create a scripts zone (don't tick "check stars only" if you want to have it work on non player vehicles) and have the vehicles spawn in (or, drop into from slightly above if spawning inside doesn't trigger Zone::Entered().... not sure if it does) the script zone.

Add the teleport script to the script zone and set up where you want them to teleport to.

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Subject: Re: Vehicle Teleport  
Posted by [escelade3](#) on Sat, 27 Apr 2013 23:02:21 GMT  
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Ah you were right they have to fall into the zone.

Thanks so much for your help!

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