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Subject: Teleporter Model Fix  
Posted by [Halo38](#) on Thu, 10 Apr 2003 11:21:26 GMT  
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Fixed a fault in which you were sometimes blocked when trying to walk into any of the teleporters.

If you have downloaded the old version, please download v1.1 thankyou.

Don't use the old models!

<http://modx.renevo.com/showthread.php?s=&threadid=201>

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Subject: Teleporter Model Fix  
Posted by [Halo38](#) on Thu, 10 Apr 2003 15:06:49 GMT  
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\*Disguised Bump\*

General Havoc i noticed that you had the link to the old models in your tut, could you swap it with the new one please...

This will hopefully be the last version. I can't see any other problems occouring.

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Subject: Teleporter Model Fix  
Posted by [iscrpter](#) on Thu, 10 Apr 2003 15:15:47 GMT  
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I, Webmaster of Nodnl.net, will change the link in General Havoc's tut

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Subject: Teleporter Model Fix  
Posted by [Halo38](#) on Thu, 10 Apr 2003 15:19:14 GMT  
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Cheers :thumbsup:

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Subject: Teleporter Model Fix  
Posted by [iscrpter](#) on Thu, 10 Apr 2003 15:31:57 GMT  
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It's done

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Subject: Teleporter Model Fix  
Posted by [Halo38](#) on Thu, 10 Apr 2003 15:45:55 GMT  
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iscripterIt's done

Um is it?

This is the paragraph with the link that needs changing

Quote:Getting Started

This tutorial will guide you through making a working teleport on a map using Halo38's teleporter models. After you have completed this tutorial you should have enough information to add a teleport model and zone to any map. I will guide you through each step of making a teleport zone. You may wish to skip some steps if you know what your doing. The teleport works using a custom script written by Dante that needs to be setup correctly for it to work. The models can be found here.

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Subject: Teleporter Model Fix  
Posted by [iscripter](#) on Thu, 10 Apr 2003 19:19:13 GMT  
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i know.. the link is changed to <http://modx.renevo.com/showthread.php?s=&threadid=201>

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Subject: Teleporter Model Fix  
Posted by [Titan1x77](#) on Fri, 11 Apr 2003 14:00:14 GMT  
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couple of questions

Why are there 3 models of each?

I made my script zone exactly the way General havoc's Tut said....and when i got into the teleporter i had to jump...should i lower the zone?

A lil warning....if you jump into the zone and u teleport out into a wall you die.(just keep your teleport cords. a good square distance from any walls)

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Subject: Teleporter Model Fix  
Posted by [Halo38](#) on Sat, 12 Apr 2003 13:50:26 GMT  
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Titan1x77couple of questions

Why are there 3 models of each?

I made my script zone exactly the way General havoc's Tut said....and when i got into the teleporter i had to jump...should i lower the zone?

A lil warning....if you jump into the zone and u teleport out into a wall you die.(just keep your teleport cords. a good square distance from any walls)

If you read the 'read me' strangely enough it will tell you why there are 3 of each, but ill save you the trouble, as they use moveing alpha enabled textures (namely the 'stealth effect') they look crap when you want to line 3 of the models up and the all the effects move at the same time so i have changed the linear offset very slightly in the differenet models, so they are staggered.

If you made it the same as in the tut you should not have to jump, move it foward a bit, look at some of the pics in the screenshots folder i included in the download for more help. make sure the zone covers your character in walkthrough mode (like in the pics), this could be your problem.

The shots were taken after i tested it to see if it worked so the way i have it there is the way it needs to be. I tested lots of other meathods and this was the best/most convincing.

If you note down the co-ords exactly right there should be no events of you teleporting in to objects. all the ones i have coded and set up worked first time. Just take your time, lock the teleporter in position by hitting 'enter/return' when it is selected so you have no chance of accidentally moving it while messing around with the script zone.

I will be downloading any map that uses these models so make em good please

Havoc did you know there is a rounding up error with the script on the 'Z'axis when I type in 2.004 (I think) it rounded it down to 2.0 and that was displayed on the final params. it still worked mind no teleporting in to objects

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Subject: Teleporter Model Fix

Posted by [Titan1x77](#) on Sat, 12 Apr 2003 14:12:11 GMT

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ok thanks for clearing that up....i read the read me and i thought there were 3 textures you were not to move(or some crap like that)....i understand now

Whatr i meant about the trasporting itno object is that if you jump into the zone,You land past the coords.....say your suppose to land

10.23X

-21.45Y

1.2 Z

If you jump into the teleporter you might land on ...

11.02 X  
-21.40 Y  
1.2 Z

i had my zone set near a wall for one of the teleporters and since many people won't just walk in them...they'd prob jump they wont land exactly where the coords are.

Not a problem.,...i simply left room around all the area you teleport to.

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Subject: Teleporter Model Fix

Posted by [Halo38](#) on Sat, 12 Apr 2003 14:48:22 GMT

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Titan1x77ok thanks for clearing that up....i read the read me and i thought there were 3 textures you were not to move(or some crap like that)....i understand now

Whatr i meant about the trasporting itno object is that if you jump into the zone,You land past the coords.....say your suppose to land

10.23X  
-21.45Y  
1.2 Z

If you jump into the teleporter you might land on ...

11.02 X  
-21.40 Y  
1.2 Z

i had my zone set near a wall for one of the teleporters and since many people won't just walk in them...they'd prob jump they wont land exactly where the coords are.

Negative,

The way the script works is when you touch it (in any place), it shifts the base of your character to the exact coordinates in your params. regardless of your characters velocity that you enter the zone in. you will be facing the same direction as you entered the zone in but none of the momentum will be carried over with the transition.

EDIT: heh heh spot the engineer

Eg. If your character was fired at a script zone at 100MPH! it would teleport to a stationary position of 0MPH @ a the given (X,Y,Z).

The transition is so quick that walking in is seamless, if you have setup you script zone right so the base of the character touches the (inner) base of the teleporter then if you jump in to the script zone you will be teleported down to the correct z position. I just confired this with myself in my test map (featured in the pics).

Quote:Not a problem.,...i simply left room around all the area you teleport to. yup just like my pics

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Subject: Teleporter Model Fix  
Posted by [Halo38](#) on Sat, 12 Apr 2003 14:52:09 GMT  
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iscripteri know.. the link is changed to <http://modx.renevo.com/showthread.php?s=&threadid=201>  
:thumbsup: cheers working now

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Subject: Teleporter Model Fix  
Posted by [Titan1x77](#) on Sun, 20 Apr 2003 23:16:57 GMT  
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figured out the problem i had....

Apperently it's unfixable too

If you have a teleporter at 20 Z cords

And you have it teleport to 0 Z cords

And you jump into it...when you land after teleporting you will die from the fall!!

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Subject: Teleporter Model Fix  
Posted by [\[REHT\]Spirit](#) on Sun, 20 Apr 2003 23:24:36 GMT  
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Why can't you just fix the Z cord.....?

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Subject: Teleporter Model Fix  
Posted by [Titan1x77](#) on Sun, 20 Apr 2003 23:30:42 GMT  
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because im teleporting from a part high on the map to a part thats low on the map....its a multi floored building and you can teleport from floor to floor but from the 3rd to 1st floor if you jump into it when you land on the 1st floor you die.....it works fine if you walk into it.

I geuss people will have to learn the hard way

I'll make a note of it in the readme....

My maps ready for beta testing...I'll make another post for that as soon as VIS is completed

Also....the vertical strip material did not show up in level edit or when i exported it and played it...i extracted it from the textures.zip and placed in mod folder to get it to show up

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Subject: Teleporter Model Fix

Posted by [iscrpter](#) on Mon, 21 Apr 2003 07:03:01 GMT

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Titan, can't you create a damage-zone in the teleporter and make some settings so you can get shot, but you can't die from a fall (don't know if it's possible, just a wild guess)

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Subject: Teleporter Model Fix

Posted by [Titan1x77](#) on Mon, 21 Apr 2003 07:52:34 GMT

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im not sure....i'd have to ask someone with knowledge about scripts(General Havoc,Laubei)

For now....people are gonna have to learn to walk in them.

Side note:just tested my new map with teleporters...and it rocks!!

A few custom texture problems...they take awhile to load in-game(if i teleport to a different area...they load slowly )

Also a few vis problems...im taking care of that now

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