
Subject: Teleporter Question

Posted by [maytridy](#) on Mon, 14 Apr 2003 22:20:56 GMT

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I have Halo's teleport model, and i have implemented the script sucessfully. I want to make it so that if you walk into the teleporter1, you teleport to teleporter 2. Then, if you re-enter Teleporter2, you then teleport back to teleporter1. But if you do this, you will just teleport back and forth forever, because you teleport into the other teleport zone. So, i made it so this doesnt happen, by putting the zone and "arrow" (object teleported to) far enough apart, so you dont teleport forever. But, then the teleport script doesnt work at all. Any ideas?

Subject: Teleporter Question

Posted by [General Havoc](#) on Mon, 14 Apr 2003 22:41:03 GMT

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Yeah it's a problem that i mentioned in my tutorial. I have two teleporter tutorials, one tells you how to use the script in general teleporting to arrows or an XYZ location. Read my modified version that features Halo's teleporters, it shows you how to use spawners to avoid the problem that you are ecountering. Here is the link <http://www.nodnl.net/telep/index.html> . Also check out the rest of <http://www.nodnl.net> we have a few other useful tutorials. Hope this helped you.

_General Havoc

Subject: Teleporter Question

Posted by [maytridy](#) on Mon, 14 Apr 2003 22:49:43 GMT

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Thanks alot!

Subject: Teleporter Question

Posted by [Halo38](#) on Mon, 14 Apr 2003 22:53:21 GMT

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Ummm we'll um yup, if i realease anything, I WILL include all the nessesary links in a/the read me, other wise the models won't be used and I waste my time making them in the first place.

Need extra help? look in the download i have a few screenies on what the zones should look like to work and how to check (yes these did work when i tested them) also press enter/return to lock the teleporter in position while you muck around with the script zone.

AND DOWNLOAD V1.1 AS I DON'T WANT TO SEE THE OLD VERSION OF THE MODELS IN ANY MAPS, LARGE AMOUNTS OF GENOCIDE WILL OCOUR IF YOU DON'T (Click my siggy link, this will always be up to date). ,lol

Subject: Teleporter Question
Posted by [maytridy](#) on Mon, 14 Apr 2003 22:56:47 GMT
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Haha, don't worry, i got the latest version.

Subject: Teleporter Question
Posted by [General Havoc](#) on Mon, 14 Apr 2003 23:03:10 GMT
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I didn't catch much of what you just said but anyway. I think maytridy was just reading my original teleporter tutorial that shows you how to use the script in general. The one i wrote for the teleporters uses a spawned because it is more accurate than the arrow method. Also make sure your using version 1.01 of the scripts.dll too, theres a link in my signature. I know that Renegade Realm have links to all sorts of versions for use with their Ren Alert mod (probably version 1.0 RC2 or something). The latest scripts are backwards compatible so it's a good idea to have the latest.

_General Havoc

Subject: Teleporter Question
Posted by [Halo38](#) on Mon, 14 Apr 2003 23:22:03 GMT
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General Havoc1 didn't catch much of what you just said

Think of it as a FYI: post

Subject: Teleporter Question
Posted by [maytridy](#) on Tue, 15 Apr 2003 02:39:10 GMT
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Yeah, i was reading the original tut. Now i have the one with Halo's teleporters. I'll try it out in the morning.
