
Subject: GDI, Nod & Unteamed Teleporters @ Dante's Mod X
Posted by [Halo38](#) on Wed, 26 Mar 2003 14:27:27 GMT

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<http://modx.renevo.com/showthread.php?s=&threadid=152>

Subject: GDI, Nod & Unteamed Teleporters @ Dante's Mod X
Posted by [snipefrag](#) on Wed, 26 Mar 2003 15:20:07 GMT

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Wicked Bro you got them published !!!!!

People USE these teleporters they own !!!!!!!!!!!!!!!!!!!!!!!!!!!!!11111111 + lots of 1's

Subject: GDI, Nod & Unteamed Teleporters @ Dante's Mod X
Posted by [Titan1x77](#) on Wed, 26 Mar 2003 16:07:27 GMT

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just what i needed for my next map!!

Nice job halo

Subject: GDI, Nod & Unteamed Teleporters @ Dante's Mod X
Posted by [General Havoc](#) on Wed, 26 Mar 2003 23:51:16 GMT

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The tutorial showing in detail how to setup the script on these models is completed. I have just zipped it up and sent it to iscripters who will host it on <http://www.nodnl.net> . It should be online tomorrow. I used the old teleport tutorial as a template but i changed some things to make it more specific to do with the modles. I also included how to add the teleporters to the map as a tile.

If anyone wants to host the tutorial then contact me at GeneralHavoc@nodnl.net and i will send you the zip file (around 300kb). I took my own screenshots to use in the tutorial because i needed smaller files and it was more relevent me using ones that explaining what i am doing at that step in the tutorial.

_General Havoc

Subject: GDI, Nod & Unteamed Teleporters @ Dante's Mod X
Posted by [Halo38](#) on Thu, 27 Mar 2003 10:36:40 GMT

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_General Havoc

Cheers Havoc your the Ownage

(now it's a race to see who can make the first map with them in, *has a special DM in mind*)

Subject: GDI, Nod & Unteamed Teleporters @ Dante's Mod X
Posted by [snipefrag](#) on Thu, 27 Mar 2003 13:01:09 GMT

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Halo ring me sometime i been busy with coursework i been having problems with Gmax cant select a face when trying to detach it..... Trust me its more complicated than it sounds.....

I did 150 pages of IT in 2 days last weekend so this weekend i will work on my new map i might even have some screenies next week

Subject: GDI, Nod & Unteamed Teleporters @ Dante's Mod X
Posted by [Halo38](#) on Thu, 27 Mar 2003 13:09:47 GMT

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Sounds like you need to re-install the rentools i'll call with in 2 days, or so

Edit: or um maybe Gmax?!?!?

Subject: Re: GDI, Nod & Unteamed Teleporters @ Dante's Mod X
Posted by [Sk8rRIMuk](#) on Thu, 27 Mar 2003 16:52:46 GMT

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Halo38<http://modx.renevo.com/showthread.php?s=&threadid=152>

Very nice I like...

I hope to see this in future maps.

-Sk8rRIMuk

Subject: GDI, Nod & Unteamed Teleporters @ Dante's Mod X
Posted by [Blazer](#) on Thu, 27 Mar 2003 17:06:55 GMT

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Is it possible to be teleported to a random location?

Is it possible to teleport vehicles?

Subject: GDI, Nod & Unteamed Teleporters @ Dante's Mod X
Posted by [General Havoc](#) on Thu, 27 Mar 2003 20:47:18 GMT

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Yeah vehicles are possible to teleport. I mentioned the idea of a chronosphere and other things before what could be done with the script. As for random teleporting it is "kind" of possible although not entirely random. It would involve making multiple script zones in one area that teleport to a set location. The random part would be the chance of hitting a certain zone and that will teleport you. Also another thing i would like to try is to see if vehicles keep their pathfindin information once teleported (e.g. a harvester).

_General Havoc

Subject: GDI, Nod & Unteamed Teleporters @ Dante's Mod X
Posted by [General Havoc](#) on Thu, 27 Mar 2003 20:50:25 GMT

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The tutorials for using these teleporter models are hosted at <http://www.laeubi.de> and <http://www.nodnl.net> . Take a look if you need help setting up the models to work correctly.

_General Havoc

Subject: GDI, Nod & Unteamed Teleporters @ Dante's Mod X
Posted by [iscrpter](#) on Thu, 27 Mar 2003 21:05:41 GMT

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Thanks for mentioning my site and sending it to me General Havoc i hope more people will send me tutorials at webmaster@nodnl.net so i can keep it online..

Subject: GDI, Nod & Unteamed Teleporters @ Dante's Mod X
Posted by [maj.boredom](#) on Thu, 27 Mar 2003 21:12:23 GMT
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Nice work guys
