
Subject: Need Map Idea/Help with John Wilson's teleportation script

Posted by [Anonymous](#) on Sat, 01 Feb 2003 20:03:00 GMT

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ok, basics...make sure you have the custom scripts.dll and the WS scripts2.dll in your mod folder...open your map.create a zone, attach TDA_Teleport_Zone to itnowyou can do ONE of the following, not both.1. enter in an X,Y,Z coordinate of where you would like the unit to teleport to (best guessed by placing a unit there, get the position, delete the unit in level editor.)OR2. creat a dave's arrow (objects->Simple->Daves Arrows) and place it where you want the unit to teleport TO from the zone, then get the ID number of that arrow, and open up the Teleport ZOne you made earlier, and put that in the ObjectID in the parameter for TDA_Teleport_Zone, if the object does not exist, you will be teleported to 0,0,0 so be careful, and make sure you put a CORRECT number there..that is all, not real complex.
