Subject: Need Map Idea/Help with John Wilson's teleportation script
Posted by Anonymous on Sat, 01 Feb 2003 13:03:00 GMT

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The script itself is easily used, even more so now it's been fixed. It's Dante who wrote the script and it was included in the scripts.dll. You might be able to figure it out by simply attaching it to a script zone, the parameters are pretty self explaining. There is a short description of how to use them in the readme2.txt included in the zip from JW's site at sourceforge. I made an test map for the script that you can look out if it might help, dante had the mod folder with the fixed version in, not sure if he still has it but i can always find a copy of it if he hasn't got it uploaded still.