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Subject: First working Teleporter

Posted by [Anonymous](#) on Fri, 24 Jan 2003 17:32:00 GMT

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Dante would it be possible to attach this teleport script to a vehicle, so like, when it secondary fires it teleports to the furthest specified point? If we had a point in each base you could have a chono tank that could either teleport to enemy base or teleport home if already in enemy base. I really need something like this for the Renegade: Battle for Dune mod Great work, keep it up man! [ January 24, 2003, 17:32: Message edited by: killakanz ]

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