
Subject: First working Teleporter

Posted by [Anonymous](#) on Thu, 23 Jan 2003 14:13:00 GMT

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Well as my test map work out well in a game with my fellow clan member i have decided to finish off my map and release it. It is not the best map but it might help you see how it works and give you some ideas. It's a Deathmatch type game but with 4 teleporters and loads of different weapon spawners. I have released the map, here is some information: Name:

C&C_ColdValley-DMType: Deathmatch with TeleportersPlayers: 2-20Notes: This is my test map for the teleport script but i have updated it a bit with spawners and trees. There are 8 pedestals, the gold pedestals transport you to a red one, these are placed all over the map. The re-spawn time on most things is 5 to 25 seconds. The gameplay was quite good when i tested it with a fellow clan member. Test it out with 2 or more players and let me know what you think. The map may not be excellent but it is mainly to demonstrate the working version of the Teleport script. Download it at: <Coming Soon> I'd like to thank Dante for all his help and of course for making the script itself. I'd also like to thank L33FY who helped me test it. New MIX version coming soon and bugs will be fixed. Also a pedestal for an ion/nuke to win the game will be included. [January 25, 2003, 06:47: Message edited by: General Havoc]
