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Subject: Teleport and Stealth Armor NOW POSSIBLE (Read for Info)

Posted by [Anonymous](#) on Sun, 08 Dec 2002 07:31:00 GMT

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Dante, since your scripts.dll will probably get dled a lot more then anyone else's, I have this small idea for a Telepad (Teleporter Pad). Basicly, when the player pokes an object it will teleport him to the x and y of the given object ID and the z would be one of the parameters (the z would be added to the z of the object ID). This would allow making Teleportation Pads and being able to add "home" teleporters on maps so that you can have deployable teleporters that can teleport you back to base. Just a thought.

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