
Subject: Re: scripts.dll 2.4

Posted by [jonwil](#) on Mon, 30 Jan 2006 06:50:14 GMT

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MX0_Obelisk thing is not possible.

Not going to do either the kill or the move console commands.

Dont see the use for a player-specific teleport script.

Not going to do that team thing either, I dont see any use for it
