
Subject: Re: JUST AN IDEA....

Posted by [StealthEye](#) on Sat, 07 Oct 2006 09:25:20 GMT

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It would be possible to check whether the location is free, or make soldiers which are teleported "ghosts" which do not collide with other soldiers. However that is not easy.

You could randomize the teleport location too, so make 5 teleport locations near to each other and take a different one every time, that would make it less likely to get stuck, but it is ofcourse not perfect.

You might also want to place the locations somewhat in air, to make you stand on someones haed instead of getting stuck into him when someone is on the teleport location.
