
Subject: Re: Random Telleporting

Posted by [Jerad2142](#) on Fri, 09 Feb 2007 16:25:56 GMT

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You could use add or remove scripts to add a new teleport script and remove the old one (not suggested, if done wrong will cause the game to crash). There is also a script that you attach to a powerup, if you made four different power up that teleported you to different spots and then made a spawner that spawned a random choice of these four there you go (the script is called "KAK_Warp_On_Pickup"). Personally myself I made a script to do just random teleportation.
