
Subject: Re: Script Zones

Posted by [Brandon](#) on Tue, 19 Jun 2007 02:08:13 GMT

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TDA_Teleport is the easiest. Simply make a daves arrow in the exact location you want your unit to be teleported and write down it's location (X,Y,Z) and ID number. Go to your script zone and enter both the location and ID number of the daves arrow and it'll work.
