Subject: CnC lightwave
Posted by General Havoc on Tue, 19 Aug 2003 18:50:16 GMT
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I mean the teleporter coordinates in the script. The "teleport to coordinate" was bugged in the Janurary release of the scripts so you could only use "teleport to object ID" with sucess. The "Teleport to coordinate" was fixed thereafter the Janurary release so it should be fine.