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Subject: CnC lightwave

Posted by [Halo38](#) on Wed, 20 Aug 2003 18:39:46 GMT

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General HavocI mean the teleporter coordinates in the script. The "teleport to coordinate" was bugged in the January release of the scripts so you could only use "teleport to object ID" with success. The "Teleport to coordinate" was fixed thereafter the January release so it should be fine.

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