Subject: GDI & Nod Teleporters (attention General Havoc again!!!)
Posted by General Havoc on Sun, 09 Mar 2003 13:02:21 GMT

The script will work for sure, it has been tested many times by me and others so we know it will work. There is a problem on how it works though, Halo has sugested an idea how it works though. If you put a zone at the back, that will work, have it teleport to the coordinates of a infantrt spawner then delete the spawner. If the spawner is in front of the scriptzone it should work okay. Please be aware that you teleport facing the same direction when you add the objects to the map. in theory you should place them facing the same direction (so the doors both face north for example). But this should work so give it a try.

_General Havoc