
Subject: Re: Work is being resumed on scripts for Renegade

Posted by [Jerad2142](#) on Tue, 15 Jul 2014 12:58:39 GMT

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Also on this map I have telepads that the player can place and use to teleport back to the spawn room, all they do is create a script zone after create, this script zone has a script attached that really does nothing more than Commands->Set_Position(enter). In 3.4.4 it works flawlessly, but in 4.x it seems that I get put into blue hell until after I walk a few steps, then it shows me at where I was teleported to (I have the suspicion that it doesn't update my client until I walk off the telepad). All the telepad is is a decophysics vehicle and it does have physical collisions.

I will disable its physical collision tonight and see if that magically fixes it.
