
Subject: My building hit a rut.....

Posted by [LucefieD](#) on Sat, 13 Mar 2004 01:41:13 GMT

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Not literal but anyways I've made a WF based on the teleport script the vehicles are built under ground and then driven into a script zone and teleported above ground but if people dont get there veh right away the next persons will land on it! Is there anyway to move the vehicle after it teleports? or make it so it teleports to different places like the waypoints for normal wf? I thought about making 3 different teleport points but theres not enough room in my building for them So basicly im asking is there anyway to get a vehicle clear of the teleport point after teleporting?
