
Subject: Help yet again plz this time its about teleporter's
Posted by [Theboom69](#) on Tue, 19 Dec 2006 10:23:54 GMT
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How do i make it so like say GDI get's ejected from there base but nod and go into it?

Subject: Re: Help yet again plz this time its about teleporter's
Posted by [Theboom69](#) on Tue, 19 Dec 2006 11:46:47 GMT
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Theboom69 wrote on Tue, 19 December 2006 04:23How do i make it so like say GDI get's ejected from there base but nod and go into it?

Ok i figered that out now is there a way to make a becon spwan after somthing die's like say Flag cap's?

Subject: Re: Help yet again plz this time its about teleporter's
Posted by [Zion](#) on Tue, 19 Dec 2006 11:48:23 GMT
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What? Rephrase.

Try JFW_PPage_Zone or JFW_TMSG_Zone to get people to talk/talk to people.

```
+-----+
|Variable | Recommended Value      |
|Player   | 2                        |
|Message  | <enter what you want ppl to hear>|
+-----+
```

Subject: Re: Help yet again plz this time its about teleporter's
Posted by [Theboom69](#) on Tue, 19 Dec 2006 12:47:09 GMT
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No I want it so a becon will spwan on a ped after so many cap's is that posable?

Subject: Re: Help yet again plz this time its about teleporter's
Posted by [Zion](#) on Tue, 19 Dec 2006 15:55:00 GMT
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Not as of yet, ask JW or another scripter to make it for you.

Or maybe you can use JFW_Create_On_Death or something similar?

Subject: Re: Help yet again plz this time its about teleporter's

Posted by [Ryu](#) on Tue, 19 Dec 2006 16:33:48 GMT

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I can post a Tut on Teleporters!

Okay, so ill explain how to make a teleporter, First download:

<ftp://ftp.westwood.com/pub/renegade/tools/Multiplayerlevels.zip>

First open:C:\Program Files\RenegadePublicTools\LevelEdit\Mod folder) and Make a NEW Folder called scripts

Then go to your C:\Westwood\Renegade folder and copy scripts and scripts2.dll into The scripts folder, after that, Open the multiplayer levels.zip and Open C&C_Mesa.lvl and open it with Level edit

After its loaded, make a new script zone as shown in this screenshot:

<http://www.distortiagaming.com/forum/index.php?act=Attach&type=post&id=4> 9

Red: Just hit that, and click "Make" once at the bottum.

Blue: The black Dot in the middle of the line can make that box bigger/smaller!

Next double click the orange script zone and hit the tab "scripts" and add this script:

<http://www.distortiagaming.com/forum/index.php?act=Attach&type=post&id=5> 0

Next for the location, fly about till you find the place were you want to teleport out, make sure your quite low to the ground, after that, press this button circuled around in blue 2 times, just to make sure were you want to spawn, also press "f" to go into 3rd person view.

<http://www.distortiagaming.com/forum/index.php?act=Attach&type=post&id=5> 1

ALSO! LOOK AT THE BOTTUM OF THE 3RD SCREENSHOT!, Thats the camra location

The 62.14 Goes the the X location of the script you attach to the script zone, The -29.87 goes into the Y position, and the last one goes into the Z Location

After that, SAVE YOUR PROJECT AS: and save to desktop, with the name "C&C_Mesa" And on your desktop it should have made 4 files, a .lvl a .ltd, a .ltd, and a .ddb, forget the .lvl, all you need is the other 3, put them into your renegade/data folder, and start the game in GAME2.EXE,

this is so renguard doesnt block the .ddb ... after that go to the map mesa and test!

if it works

Congrats! you just made your First teleporter!

Tut made by Alex

Subject: Re: Help yet again plz this time its about teleporter's

Posted by [Theboom69](#) on Tue, 19 Dec 2006 20:41:52 GMT

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Srry m8 i know how to make them now didnt you read my post i said ok i figered that out.

Now i need to know how to make a becon spwan after all the cap's are done.

I want it so u can End the game not by capping all the flag's but by using a becon to finsh them off.

Thnx away m8 might help somone eles.

Subject: Re: Help yet again plz this time its about teleporter's

Posted by [Ryu](#) on Tue, 19 Dec 2006 21:31:47 GMT

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Well your topic confused me, (The first post) So I assumed you needed help on making a teleporter (Hance the topic name)

But meh, np anyway.

Subject: Re: Help yet again plz this time its about teleporter's

Posted by [Spyder](#) on Thu, 21 Dec 2006 11:40:31 GMT

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TheBoom a little suggestion:

-Will you please talk correct english and no msn language.

-Will you please heck your spelling before posting any messages.

-And please be clear in what you want to ask us. So no grammatically wrong sentences.

-AND PLEASE READ SOME TUTORIALS AT: WWW.RENHELP.NET!

THAT WILL SAVE YOU LOT'S OF QUESTIONS!

Subject: Re: Help yet again plz this time its about teleporter's

Posted by [Zion](#) on Thu, 21 Dec 2006 12:06:40 GMT

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darksnipa wrote on Thu, 21 December 2006 11:40TheBoom a little suggestion:

-Will you please talk correct english and no msn language.

-Will you please heck your spelling before posting any messages.

-And please be clear in what you want to ask us. So no grammatically wrong sentences.

-AND PLEASE READ SOME TUTORIALS AT: WWW.RENHELP.NET!

THAT WILL SAVE YOU LOT'S OF QUESTIONS!

Just to correct you on the following issues:

"heck" should be check (i know you missed the 'c'),
and there is no apostrophe in lots.

Just to let you know

Subject: Re: Help yet again plz this time its about teleporter's

Posted by [Spyder](#) on Thu, 21 Dec 2006 13:56:31 GMT

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Merovingian thanks for reminding me. I was typing that on my laptop, don't like the keyboard though. I'll pay more attention next time.

Subject: Re: Help yet again plz this time its about teleporter's

Posted by [Zion](#) on Thu, 21 Dec 2006 20:56:26 GMT

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Yeah, i'm not all that keen on laptop keyboards myself.

Subject: Re: Help yet again plz this time its about teleporter's

Posted by [Veyrdite](#) on Fri, 22 Dec 2006 06:14:44 GMT

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at least modern laptops have a touchscreen instead of that stupid dot thing in the middle. so many memories of despair

Subject: Re: Help yet again plz this time its about teleporter's

Posted by [Theboom69](#) on Fri, 22 Dec 2006 08:41:53 GMT

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I have figured out how to make them.

Renhelp i go there all the time but they didnt have what i wanted.

Subject: Re: Help yet again plz this time its about teleporter's

Posted by [Spyder](#) on Fri, 22 Dec 2006 11:52:44 GMT

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Ok this with the laptops is getting a bit off-topic...Lock topic?
