
Subject: First working Teleporter
Posted by [Anonymous](#) on Wed, 22 Jan 2003 23:21:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

<http://di.wv-unleashed.com/Movies/Teleport.wmv>not mymap, but my scripts.

Subject: First working Teleporter
Posted by [Anonymous](#) on Wed, 22 Jan 2003 23:24:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

i saw it before all j00! ha 0wnt!

Subject: First working Teleporter
Posted by [Anonymous](#) on Thu, 23 Jan 2003 01:32:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hey great job. Keep up all the good owrk.Question: Would it be possable to give it a teleposrting animtion inted of you just appearing in other spot?

Subject: First working Teleporter
Posted by [Anonymous](#) on Thu, 23 Jan 2003 01:33:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nice, hope to see this implemented in some DM or CTF maps. And Dante when do you expect to have Dante's Mod Echange up and running again

Subject: First working Teleporter
Posted by [Anonymous](#) on Thu, 23 Jan 2003 03:58:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Does it teleport you to a give spot, or does it teleport you to a random spot.

Subject: First working Teleporter
Posted by [Anonymous](#) on Thu, 23 Jan 2003 05:42:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Link wont work for meh

Subject: First working Teleporter
Posted by [Anonymous](#) on Thu, 23 Jan 2003 06:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

nice - i know there are some peeps that wanted to make a StarGate Mod --and this will solve the problem.are they two way? or one way?

Subject: First working Teleporter
Posted by [Anonymous](#) on Thu, 23 Jan 2003 08:04:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by Dante:<http://di.wv-unleashed.com/Movies/Teleport.wmv>not mymap, but my scripts. Hate to say this Dante, but i already did that a while ago in a beta, Scorpio9a can tell you that (just ask about the Ion Station).I did something funny and got your script working, LOL. But still, good job (you knew what you were doing, I forgot how I fixed it, LOL)!

Subject: First working Teleporter
Posted by [Anonymous](#) on Thu, 23 Jan 2003 09:32:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dante did a good job on getting the script working. The map on the video is one i made to test the script. It works actually very well.Dante, i don't mind you posting anything that has the map in, feel free to use it for examples or anything or if you wish to post the mod folder.Great Job Dante

Subject: First working Teleporter
Posted by [Anonymous](#) on Thu, 23 Jan 2003 09:34:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Link = dead

Subject: First working Teleporter
Posted by [Anonymous](#) on Thu, 23 Jan 2003 09:49:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Still works okay for me. By the way thae map in the mod folder can be played in multiplayer for up to 4 players. I made the map in 10 minutes to test it online, i haven't got around to doing it, though i wouldn't have though it would cause any lag related problems online. If you do test it let us know if you encounter any problems.

Subject: First working Teleporter

Posted by [Anonymous](#) on Thu, 23 Jan 2003 10:48:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

yes, i am sure that future version of the script will allow for you to set a "teleport" animation where you "appear"

Subject: First working Teleporter

Posted by [Anonymous](#) on Thu, 23 Jan 2003 10:50:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

BAH Error !

Subject: First working Teleporter

Posted by [Anonymous](#) on Thu, 23 Jan 2003 13:29:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thanks Deaf! i been itching for a teleporter Ped, 2 beacon peds look funny! Hurry and give them to dante so ... i ... can , borrow them

Subject: First working Teleporter

Posted by [Anonymous](#) on Thu, 23 Jan 2003 13:34:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Also, How do you get it to work? it won't listen to my set loc, just goes to 0,0

Subject: First working Teleporter

Posted by [Anonymous](#) on Thu, 23 Jan 2003 14:13:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well as my test map work out well in a game with my fellow clan member i have decided to finish off my map and release it. It is not the best map but it might help you see how it works and give you some ideas. It's a Deathmatch type game but with 4 teleporters and loads of different weapon spawners. I have released the map, here is some information:
Name: C&C_ColdValley-DM
Type: Deathmatch with Teleporters
Players: 2-20
Notes: This is my test map for the teleport script but i have updated it a bit with spawners and trees. There are 8 pedestals, the gold pedestals transport you to a red one, these are placed all over the map. The re-spawn time on most things is 5 to 25 seconds. The gameplay was quite good when i tested it with a fellow clan member. Test it out with 2 or more players and let me know what you think. The map may not be excellent but it is mainly to demonstrate the working version of the Teleport script.
Download it at: <Coming Soon> I'd like to thank Dante for all his help and of course for making the script itself. I'd also like to thank L33FY who helped me test it.
New MIX version coming soon and bugs will be fixed. Also a pedestal for an ion/nuke to win the game will be

included. [January 25, 2003, 06:47: Message edited by: General Havoc]

Subject: First working Teleporter
Posted by [Anonymous](#) on Thu, 23 Jan 2003 14:29:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Is it spawning to the very middle ? yeah then its not going anywhere specified, it just always goes there. If not, Good Job

Subject: First working Teleporter
Posted by [Anonymous](#) on Thu, 23 Jan 2003 17:43:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

i guess that means i have the 3rd or 4th working teleporter? I have in under a defensive structure and teleports onto the top, where the flag will be. Lets hope i have the first CTF with teleporters

Subject: First working Teleporter
Posted by [Anonymous](#) on Fri, 24 Jan 2003 00:59:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hey Dante, Im going to make you a nice teleportation pedestal to go along with your script. Just for you buddy I will give em straight to you, you can then release it in any way you want, i guess with the tutorial on how to do it, if you want. That is up to you. [January 23, 2003, 13:01: Message edited by: DeafWasp]

Subject: First working Teleporter
Posted by [Anonymous](#) on Fri, 24 Jan 2003 11:26:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by DeafWasp:Hey Dante, Im going to make you a nice teleportation pedestal to go along with your script. Just for you buddy I will give em straight to you, you can then release it in any way you want, i guess with the tutorial on how to do it, if you want. That is up to you.thanks man

Subject: First working Teleporter
Posted by [Anonymous](#) on Fri, 24 Jan 2003 13:52:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yea, NH has teleportation in his Beta....still awesome.

Subject: First working Teleporter
Posted by [Anonymous](#) on Fri, 24 Jan 2003 15:55:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

can vehicles be teleported?

Subject: First working Teleporter
Posted by [Anonymous](#) on Fri, 24 Jan 2003 16:09:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by DeafWasp:can vehicles be teleported?Yep! What's really fun is when you place a vehicle blocker for the marker and place it in mid air. Then send a vehicle throw and it floats!

Subject: First working Teleporter
Posted by [Anonymous](#) on Fri, 24 Jan 2003 17:32:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dante would it be possible to attach this teleport script to a vehicle, so like, when it secondary fires it teleports to the furthest specified point? If we had a point in each base you could have a chrono tank that could either teleport to enemy base or teleport home if already in enemy base. I really need something like this for the Renegade: Battle for Dune mod Great work, keep it up man! [January 24, 2003, 17:32: Message edited by: killakanz]

Subject: First working Teleporter
Posted by [Anonymous](#) on Sat, 25 Jan 2003 02:10:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I don't know about a chrono tank but a chronosphere is sure possible now. I would have thought a new weapon script would need to be added to allow a vehicle to use teleport as a weapon. A chronosphere would be a good thing to add to a RA 1 or 2 mod. It could teleport tanks to the battlefield. It would be a nice thing to see in the RA 2 mod (www.chronowar.de).
