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Subject: Need Map Idea/Help with John Wilson's teleportation script  
Posted by [Anonymous](#) on Sat, 01 Feb 2003 13:03:00 GMT

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The script itself is easily used, even more so now it's been fixed. It's Dante who wrote the script and it was included in the scripts.dll. You might be able to figure it out by simply attaching it to a script zone, the parameters are pretty self explaining. There is a short description of how to use them in the readme2.txt included in the zip from JW's site at sourceforge. I made an test map for the script that you can look out if it might help, dante had the mod folder with the fixed version in, not sure if he still has it but i can always find a copy of it if he hasn't got it uploaded still.

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Subject: Need Map Idea/Help with John Wilson's teleportation script  
Posted by [Anonymous](#) on Sat, 01 Feb 2003 13:08:00 GMT

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make a map called "a n00b made this".Just incase it doesnt turn out good you have a fallback.

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Subject: Need Map Idea/Help with John Wilson's teleportation script  
Posted by [Anonymous](#) on Sat, 01 Feb 2003 14:25:00 GMT

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quote:Originally posted by DeafWasp:make a map called "a n00b made this".Just incase it doesnt turn out good you have a fallback.....

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Subject: Need Map Idea/Help with John Wilson's teleportation script  
Posted by [Anonymous](#) on Sat, 01 Feb 2003 14:48:00 GMT

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make a stargate map i,m trying do do that myself

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Subject: Need Map Idea/Help with John Wilson's teleportation script  
Posted by [Anonymous](#) on Sat, 01 Feb 2003 15:21:00 GMT

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it could also be a startrek map who knows---:Scotty Beam Me UP::-

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Subject: Need Map Idea/Help with John Wilson's teleportation script  
Posted by [Anonymous](#) on Sat, 01 Feb 2003 15:56:00 GMT

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Want me to write a tutorial? i can get one made in an hour or so in HTML format. It might help a lot of people. If you want me to make one, i'll make one for tomorrow because it's late here now.

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Subject: Need Map Idea/Help with John Wilson's teleportation script  
Posted by [Anonymous](#) on Sat, 01 Feb 2003 17:01:00 GMT  
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i know id sure like one

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Subject: Need Map Idea/Help with John Wilson's teleportation script  
Posted by [Anonymous](#) on Sat, 01 Feb 2003 20:03:00 GMT  
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ok, basics...make sure you have the custom scripts.dll and the WS scripts2.dll in your mod folder...open your map.create a zone, attach TDA\_Teleport\_Zone to itnowyou can do ONE of the following, not both.1. enter in an X,Y,Z coordinate of where you would like the unit to teleport to (best guessed by placing a unit there, get the position, delete the unit in level editor.)OR2. creat a dave's arrow (objects->Simple->Daves Arrows) and place it where you want the unit to teleport TO from the zone, then get the ID number of that arrow, and open up the Teleport ZOne you made earlier, and put that in the ObjectID in the parameter for TDA\_Teleport\_Zone, if the object does not exist, you will be teleported to 0,0,0 so be careful, and make sure you put a CORRECT number there..that is all, not real complex.

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Subject: Need Map Idea/Help with John Wilson's teleportation script  
Posted by [Anonymous](#) on Sun, 02 Feb 2003 00:28:00 GMT  
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Yeah...I'm trying to make a map, ut I need an idea.I also need to learn how to do john's teleport scripts, I have the file. Thanks for the help .

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Subject: Need Map Idea/Help with John Wilson's teleportation script  
Posted by [Anonymous](#) on Sun, 02 Feb 2003 09:40:00 GMT  
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quote:Originally posted by DeafWasp:make a map called "a n00b made this".Just incase it doesnt turn out good you have a fallback.someone Ticked off because they can't do it them selfs? Hummm?

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Subject: Need Map Idea/Help with John Wilson's teleportation script  
Posted by [Anonymous](#) on Sun, 02 Feb 2003 10:29:00 GMT

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You can get my tutorial now see this post

[http://messagebrd.westwood.ea.com/cgi-bin/boards/ren/english/ultimatebb.cgi?ubb=get\\_topic;f=5;t=026212](http://messagebrd.westwood.ea.com/cgi-bin/boards/ren/english/ultimatebb.cgi?ubb=get_topic;f=5;t=026212)

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**Subject: Need Map Idea/Help with John Wilson's teleportation script**

Posted by [Anonymous](#) on Sun, 02 Feb 2003 10:53:00 GMT

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Have the map be one big teleporter and have the teleport script activate at random times, teleporting the players to random places that would be so tight... complete CHAOS!!

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