
Subject: how do i make teleporters
Posted by [NFHAVOC](#) on Thu, 07 Jun 2007 22:10:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

i made a mod all i need now are teleporters

Subject: Re: how do i make teleporters
Posted by [futura83](#) on Thu, 07 Jun 2007 22:15:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

<http://renhelp.net/index.php?mod=Tutorials&action=view&id=34>

BTW, renhelp.net is a good tutorial site

Subject: Re: how do i make teleporters
Posted by [u6795](#) on Thu, 07 Jun 2007 22:17:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think Crimson should make it so when you click on the "Mod forums" and have under 100 posts, it says to you-

STOP! Before you post and ask a question that could be answered by some reading, go to RENHELP DOT NET and see if your problem is solved there. If not, proceed.

Subject: Re: how do i make teleporters
Posted by [futura83](#) on Thu, 07 Jun 2007 22:18:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

u6795 wrote on Thu, 07 June 2007 23:17 I think Crimson should make it so when you click on the "Mod forums" and have under 100 posts, it says to you-

STOP! Before you post and ask a question that could be answered by some reading, go to RENHELP DOT NET and see if your problem is solved there. If not, proceed.

it would be better to just have a sticky topic outlining it...

edit: there already is - the FAQ one

Subject: Re: how do i make teleporters
Posted by [Oblivion165](#) on Thu, 07 Jun 2007 22:33:41 GMT

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

There's one at the top of the mod section too...

Hard to see though, I never notice it at all.

Subject: Re: how do i make teleporters

Posted by [IronWarrior](#) on Thu, 07 Jun 2007 23:04:33 GMT

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

Oblivion165 wrote on Thu, 07 June 2007 15:33 There's one at the top of the mod section too...

Hard to see though, I never notice it at all.

Well, I think alot of the sticky topics here and around the forum are really pretty oudated and needs a vast update.

Something to add to my list of jobs and do, if someone doesnt beat me to it first.

Subject: Re: how do i make teleporters

Posted by [Jerad2142](#) on Mon, 11 Jun 2007 05:43:04 GMT

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

Make a script zone, and attach the script "TDA_Teleport_Zone" (its something along those lines, not many to chose from so you will find it) then just fill in the locations.
