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Subject: Teleporters

Posted by [Anonymous](#) on Sat, 08 Feb 2003 17:46:00 GMT

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My teleporting Script doesnt seem to b working . I created the Script\_Zone\_All.and gave it the TDA\_Teleport\_Zone ScriptI made an object outa daves arrow where i want it, but when i run onto the pad in Renegade, Nothing happens , what am i doing wrong? can someone help me ?

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Subject: Teleporters

Posted by [Anonymous](#) on Sat, 08 Feb 2003 17:51:00 GMT

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any1 there? help help!!

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Subject: Teleporters

Posted by [Anonymous](#) on Sat, 08 Feb 2003 17:55:00 GMT

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Did you use the object ID or the X Y Z? Leave XYZ blank and only use object ID. Make sure you only give the script to the zone, not the arrow. If not, than, well, i dont know.

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Subject: Teleporters

Posted by [Anonymous](#) on Sat, 08 Feb 2003 18:04:00 GMT

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thanx ill try that it should only take a moment or two, right? right!

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Subject: Teleporters

Posted by [Anonymous](#) on Sat, 08 Feb 2003 18:22:00 GMT

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still wont work :S

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Subject: Teleporters

Posted by [Anonymous](#) on Sat, 08 Feb 2003 18:37:00 GMT

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you used General Havoc's Teleport tutorial? (Hosted on Nodnl.net and CnC HQ)

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Subject: Teleporters

Posted by [Anonymous](#) on Sat, 08 Feb 2003 19:08:00 GMT

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ya thats the tut i used... i msut b missing sumthing

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Subject: Teleporters

Posted by [Anonymous](#) on Sun, 09 Feb 2003 10:05:00 GMT

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well, it seems you don't have the appropriate scripts.dll/scripts2.dll in your Renegade dir.get the update from forums.renevo.com, or just copy the one from the .mix to your ren dir

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Subject: Teleporters

Posted by [Anonymous](#) on Sun, 09 Feb 2003 10:28:00 GMT

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There is a tutorial for this:<http://www.cnchq.com/mapmaking>

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Subject: Teleporters

Posted by [Anonymous](#) on Sun, 09 Feb 2003 12:23:00 GMT

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I made my own script zone, i found it easier...also did you update your renegade scripts? Try reinstalling them.Be sure you got the object ID right.If not, i dunno.

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Subject: Teleporters

Posted by [Anonymous](#) on Sun, 09 Feb 2003 15:09:00 GMT

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Ill try this stuff, thanx for all the help

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Subject: Teleporters

Posted by [Anonymous](#) on Sun, 09 Feb 2003 16:01:00 GMT

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Is it possible to do this if after ur done with the scripting, save, exit, delete the Scripts folder from the level, reopen, save, and export, would it still b able to work?

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Subject: Teleporters

Posted by [Anonymous](#) on Mon, 10 Feb 2003 08:25:00 GMT

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you should never be deleting the scripts folder before exporting.

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Subject: Teleporters

Posted by [Anonymous](#) on Mon, 10 Feb 2003 14:27:00 GMT

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I have to, else i cant start up my map.Any1 know y that might b?

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