Subject: About telleporters
Posted by Spice on Fri, 17 Dec 2004 03:29:50 GMT
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It causes little to no lag at all. The only problem with teleporters are if someone enters the teleporter right after someone. the world boxes are then merged and they cannot move until one of the players died.

This was a real problem in the map lightwave by titan1x77. I'm not sure if there is a way to set multiple spawn points comming out of a transporter.