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Subject: Teleporter Model Fix

Posted by [Titan1x77](#) on Sun, 20 Apr 2003 23:16:57 GMT

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figured out the problem i had....

Apperently it's unfixable too

If you have a teleporter at 20 Z cords

And you have it teleport to 0 Z cords

And you jump into it...when you land after teleporting you will die from the fall!!

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