
Subject: Teleporters

Posted by [Sn1per74*](#) on Fri, 21 Apr 2006 00:31:42 GMT

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

NOTHING OF MINE WORKS AAABLLOOOO. Ok, I make the script_zone_all thingy, then i attach the script TDA_teleport_zone to it. I put object_id and put the id of the daves arrow. I test it when I make a game and nothing happens! I did exactly what the tutorial said to do on renhelp, and yes the id of the daves arrow is right-100012! HELP

Subject: Re: Teleporters

Posted by [piotrkol1](#) on Fri, 21 Apr 2006 00:40:45 GMT

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

Not sure what is wrong here hmmmmmm.....anyways sn1per74 check ur email

Subject: Re: Teleporters

Posted by [Sn1per74*](#) on Fri, 21 Apr 2006 20:08:10 GMT

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

anyone?

Subject: Re: Teleporters

Posted by [Kamuix](#) on Fri, 21 Apr 2006 20:59:44 GMT

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

Why don't you use Location rather than ID.

Subject: Re: Teleporters

Posted by [Sn1per74*](#) on Fri, 21 Apr 2006 22:03:44 GMT

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

I put the location of where i want to teleport i walk in the zone... and... nothing PLEASE HELP I've tryed JFW_teleport_team too, same thing

Subject: Re: Teleporters

Posted by [Kamuix](#) on Fri, 21 Apr 2006 22:19:57 GMT

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

Its works for me lol. Try it again using location.

Subject: Re: Teleporters

Posted by [Sn1per74*](#) on Fri, 21 Apr 2006 23:56:06 GMT

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

Still doesn't work... I walk into where i put the script zone.. and nothing happens.

Subject: Re: Teleporters

Posted by [Oblivion165](#) on Sat, 22 Apr 2006 00:04:07 GMT

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

Here you go, cant go wrong with this.

File Attachments

1) [Teleport_Example.zip](#), downloaded 246 times

Subject: Re: Teleporters

Posted by [Sn1per74*](#) on Sat, 22 Apr 2006 13:24:34 GMT

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

Something must be wrong with my game/level edit, because I did exactly what you did, and nothing happens when I walk in the script zone.

Subject: Re: Teleporters

Posted by [Oblivion165](#) on Sat, 22 Apr 2006 15:53:14 GMT

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

Post yours up, ill take a look at it.

Subject: Re: Teleporters

Posted by [Canadacdn](#) on Sat, 22 Apr 2006 22:35:21 GMT

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

Sn1per74(2) wrote on Fri, 21 April 2006 17:03I put the location of where i want to teleport i walk in the zone... and... nothing PLEASE HELP Ive tryed JFW_teleport_team too, same thing

Use TDA_Teleport_Zone.

Subject: Re: Teleporters

Posted by [nopol10](#) on Tue, 25 Apr 2006 02:30:13 GMT

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

It happened once to me. I just walked a few times into the zone and somehow it worked after a few tries. Or you could try generating sectors though I don't know how that will help.

Subject: Re: Teleporters

Posted by [Titan1x77](#) on Tue, 25 Apr 2006 04:29:23 GMT

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

sounds like your scripts.dll isn't in the renegade directory...if set up right, it should work.

maybe you have your zone to big...make a skinny zone ,longer then a character though.

Subject: Re: Teleporters

Posted by [SODPaddy](#) on Thu, 27 Apr 2006 14:39:55 GMT

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

<http://renhelp.laeubi-soft.de/index.php?tut=28>
