
Subject: Teleport Script (Fixed By Dante)
Posted by [Anonymous](#) on Wed, 22 Jan 2003 22:43:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

ok, looks like the x,y,z has something wrong with it, probably an internal function, i will get that fixed in 1.0as far as the object ID goes... you used an object that is an editor ONLY object, i have uploaded the mod folder again, with an example using a Dave's Arrow, <-- those things are useful here goes<http://di.ww-unleashed.com/Downloads/Teleport.rar>
