
Subject: GDI, Nod & Unteamed Teleporters @ Dante's Mod X
Posted by [General Havoc](#) on Thu, 27 Mar 2003 20:47:18 GMT

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Yeah vehicles are possible to teleport. I mentioned the idea of a chronosphere and other things before what could be done with the script. As for random teleporting it is "kind" of possible although not entirely random. It would involve making multiple script zones in one area that teleport to a set location. The random part would be the chance of hitting a certain zone and that will teleport you. Also another thing i would like to try is to see if vehicles keep their pathfindin information once teleported (e.g. a harvester).

_General Havoc
