## Subject: Teleporter Model Fix
Posted by Titan1x77 on Mon, 21 Apr 2003 07:52:34 GMT

im not sure....i'd have to ask someone with knowledge about scripts(General Havoc,Laubei)

For now....people are gonna have to learn to walk in them.

Side note:just tested my new map with teleporters...and it rocks!!

A few custom texture problems...they take awhile to load in-game(if i teleport to a different area...they load slowly  )

Also a few vis problems...im taking care of that now