Subject: Teleporters
Posted by Sn1per74* on Fri, 21 Apr 2006 00:31:42 GMT
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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