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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

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Subject: Re: Teleporters

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

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

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Subject: Re: Teleporters

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

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anyone?

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Subject: Re: Teleporters

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

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Why don't you use Location rather than ID.

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Subject: Re: Teleporters

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

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I put the location of where i want to teleport i walk in the zone... and... nothing PLEASE HELP Ive tried JFW\_teleport\_team too, same thing

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Subject: Re: Teleporters

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

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

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Subject: Re: Teleporters  
Posted by [Sn1per74\\*](#) on Fri, 21 Apr 2006 23:56:06 GMT  
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Still doesn't work... I walk into where i put the script zone.. and nothing happens.

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Subject: Re: Teleporters  
Posted by [Oblivion165](#) on Sat, 22 Apr 2006 00:04:07 GMT  
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Here you go, cant go wrong with this.

#### File Attachments

1) [Teleport\\_Example.zip](#), downloaded 193 times

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

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Subject: Re: Teleporters  
Posted by [Oblivion165](#) on Sat, 22 Apr 2006 15:53:14 GMT  
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Post yours up, ill take a look at it.

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

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

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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.

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Subject: Re: Teleporters

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

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sounds like your scripts.dll isnt 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.

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Subject: Re: Teleporters

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

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

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