

# idTarget\_Teleport

An entity to teleport the player to the specified location when used.

## Usage

```
entity {  
  [entityDef example_target_teleport_eternal {  
    [class = "idTarget_Teleport";  
    [expandInheritance = false;  
    [poolCount = 0;  
    [poolGranularity = 2;  
    [networkReplicated = false;  
    [disableAIPooling = false;  
    [edit = {  
      [spawnPosition = {  
        [x = 88.999733;  
        [y = -1079.00024;  
        [z = -83.75;  
      }  
      [spawnOrientation = {  
        [mat = {  
          [mat[0] = {  
            [x = 0.707106709;  
            [y = -0.707106829;  
          }  
          [mat[1] = {  
            [x = 0.707106829;  
            [y = 0.707106709;  
          }  
        }  
      }  
      [targetActivator = true;  
    }  
  }  
}
```

