

idTrigger_Teleporter_Fade

The **idTrigger_Teleporter_Fade** entity defines the location where the player can teleport from with the fade effect.

```
entity {
    entityDef trigger_teleport_fade_1 {
        inherit = "trigger/teleport_fade";
        class = "idTrigger_Teleporter_Fade";
        expandInheritance = false;
        poolCount = 0;
        poolGranularity = 2;
        networkReplicated = false;
        disableAIPooling = false;
        edit = {
            killerNames = {
                num = 1;
                item[0] = "#str_decl_damage_the_void_GHOST81052"; // damage name
            }
            demonPlayerCanActivate = true; // should a Demon player activate
            clientCanActivate = true;
            chooseAASDestination = false;
            conservePlayerSpeed = false;
            fadeOut = {
                fadeMS = 250; // fade out duration
                fadeSound = "play_stinger_falling_damage";
            }
            fadeIn = {
                fadeMS = 250; // fade in duration
            }
            fadeInDelayMS = 750;
            controlDelayMS = 250;
            damageDecl = "damage/triggerhurt/triggerhurt25"; // damage dealt
            spawnPosition = {
                x = 1;
                y = 1;
                z = 1;
            }
        }
    }
}
```

```
    }  
    renderModelInfo = {  
        model = NULL;  
    }  
    clipModelInfo = {  
        clipModelName = "maps/game/sp/elml_intro/elml_intro/trigger_teleport_fade_1";  
    }  
    dormancy = {  
        allowDistanceDormancy = false;  
        allowPvsDormancy = false;  
    }  
    destination = "falling_info_teleport_destination_1"; // destination entityDef  
}  
}
```

See Also

- [idTrigger_Teleporter & idInfo_TeleportDestination](#)

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