

idTarget_Teleport

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

Usage

```
entity {
    entityDef example_target_teleport_2016 {
        inherit = "target/teleport";
        class = "idTarget_Teleport";
        expandInheritance = false;
        poolCount = 0;
        poolGranularity = 2;
        edit = {
            spawnPosition = { // destination for teleport
                x = -1911.95;
                y = 1800;
                z = -190;
            }
            spawnOrientation = {
                mat = {
                    mat[0] = {
                        x = 0;
                        y = -1;
                        z = -0;
                    }
                    mat[1] = {
                        x = 1;
                        y = 0;
                        z = 0;
                    }
                    mat[2] = {
                        x = 0;
                        y = -0;
                        z = 1;
                    }
                }
            }
        }
    }
}
```

```
targetActivator = true; // if true, will teleport the activator  
}  
}
```

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