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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