

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;
    }
  }
}
```

