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;
		}
	}
}
```

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