

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/elm1_intro/elm1_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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