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/e1m1_intro/e1m1_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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