

idTrigger_Teleporter & idInfo_TeleportDestination

The **idTrigger_Teleporter** entity defines the location where the player can teleport from.

The **idInfo_TeleportDestination** entity defines the location and orientation where the **idTrigger_Teleporter** takes the player.

idTrigger_Teleporter

```
entity {
    [entityDef invasion_tunnels_portal_from_1 {
        [inherit = "trigger/teleporter";
        [class = "idTrigger_Teleporter";
        [expandInheritance = false;
        [poolCount = 0;
        [poolGranularity = 2;
        [networkReplicated = true;
        [disableAIPooling = false;
        [edit = {
            [clientCanActivate = true;
            [fxExtraCondition = "FX_EXTRA_COND_MAX";
            [sounds = {
                [activated = "play_arena_teleporter_use";
            }
            [spawnPosition = {
                [x = 1;
                [y = 1;
                [z = 1;
            }
            [renderModelInfo = {
                [model = NULL;
            }
            [clipModelInfo = {
                [type = "CLIPMODEL_CYLINDER";
                [size = { // find a fitting size based on the teleporter FX
                    [x = 1;
```

```

    [[y = 3;
    [[z = 2;
    []}
    [[clipModelName = NULL;
    []}
    [[dormancy = {
    [[playerDistance = 6;
    [[playerRearwardDistance = 6;
    []}
    [[flags = {
    [[hide = false; // choose whether to initially hide the entity or not
    []}
    [[playerCanActivate = true; // should a Slayer player activate
    [[demonPlayerCanActivate = false; // should a Demon player activate
    [[destination = "info_teleport_destination_1"; // destination entityDef
    []}
    }
    }

```

idInfo_TeleportDestination

```

entity {
    [[entityDef info_teleport_destination_1 { // the idTrigger_Teleporter entity must contain the
    entityDef name as the destination.
    [[inherit = "info/teleport_destination";
    [[class = "idInfo_TeleportDestination";
    [[expandInheritance = false;
    [[poolCount = 0;
    [[poolGranularity = 2;
    [[networkReplicated = false;
    [[disableAIPooling = false;
    [[edit = {
    [[spawnPosition = {
    [[x = 1;
    [[y = 1;
    [[z = 1;
    []}
    [[spawnOrientation = {
    [[mat = {
    [[[[mat[0] = {

```

```
    x = 1;
    y = 0;
}
mat[1] = {
    x = 0;
    y = 1;
}
}
}
renderModelInfo = {
    scale = {
        x = 1;
        y = 1;
        z = 1;
    }
}
}
```

Revision #2

Created 20 May 2022 12:22:43 by Velser

Updated 29 March 2023 21:08:34 by Velser