## **Teleporting**

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## Teleporting allows the player to go quickly from one location to another. Below is a simple BluePrint.

**1.** Set Beginning Location using a "Trigger Box" (not a Trigger Volume) 2. Set Destination using an object (Box, Chair, ....)

**3.** Select Trigger Box in viewport and right click in BluePrint and Add Event.

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7. Drag

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📚 Examples File Edit Window 🗧 World Outline 8 Labe Type .0.03125 🙀 4 🛹 Perspective 🛛 🛜 Lit 🖉 Show 🔹 🎯 🛹 🚱 😵 10° LIGHTING NEEDS TO BE REBUILT (2 unbuilt objects) Recently Placed A SkyLight F Liahts 👔 SM\_Chai SphereRef 🕘 TriagerBo 10 actors (1 selected • View Options Point Light 🔉 – 🗆 X vo 11 MaterialSphere Debug Untitled1 - D 0..... Debug Filte Transform Class Settings Class Default **⊿**Graph EventGraph Rotation · 📑 Untitled > Event Graph 🗘 OnActorBeginOverl Scale 👻 1.0 Functions (or 🚦 Stationary ሱ Movable OnActorBeginOverlap (TriggerBox) ▲ Static Mesh f Telepo Event Dispatchers + Overlapped Actor O Other Actor C MaterialSphere 🔵 Target Return Value og Blueprint/Add Script Dest Location f Get Player Characte Dest Rotation 🕟 Player Index 🗻 🛛 Return Value 🧲 X 0.0 Y 0.0 Z 0.0 ρ 🖩 💿 ▲ Transform Level: Untitled (Persisten Teleport f GetActorLoca -370.0 Y -353.0 Z 20.0 Rotation · 0.0 \* ■ ¥ 0.0 ° Z 0.0 ° "Get Player Return Value 1.0 Mobility 1 St ary 🖒 Mi Character"

**EVEL BLUEPRINT** 

4. Drag out and Type "Teleport".

5. Select the Desitnation object and in BluePrint right click and add a reference.

SM\_Chair

6. Drag out "Get Actor Location" and connect to "Teleport".

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Create Blocking Volume -

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