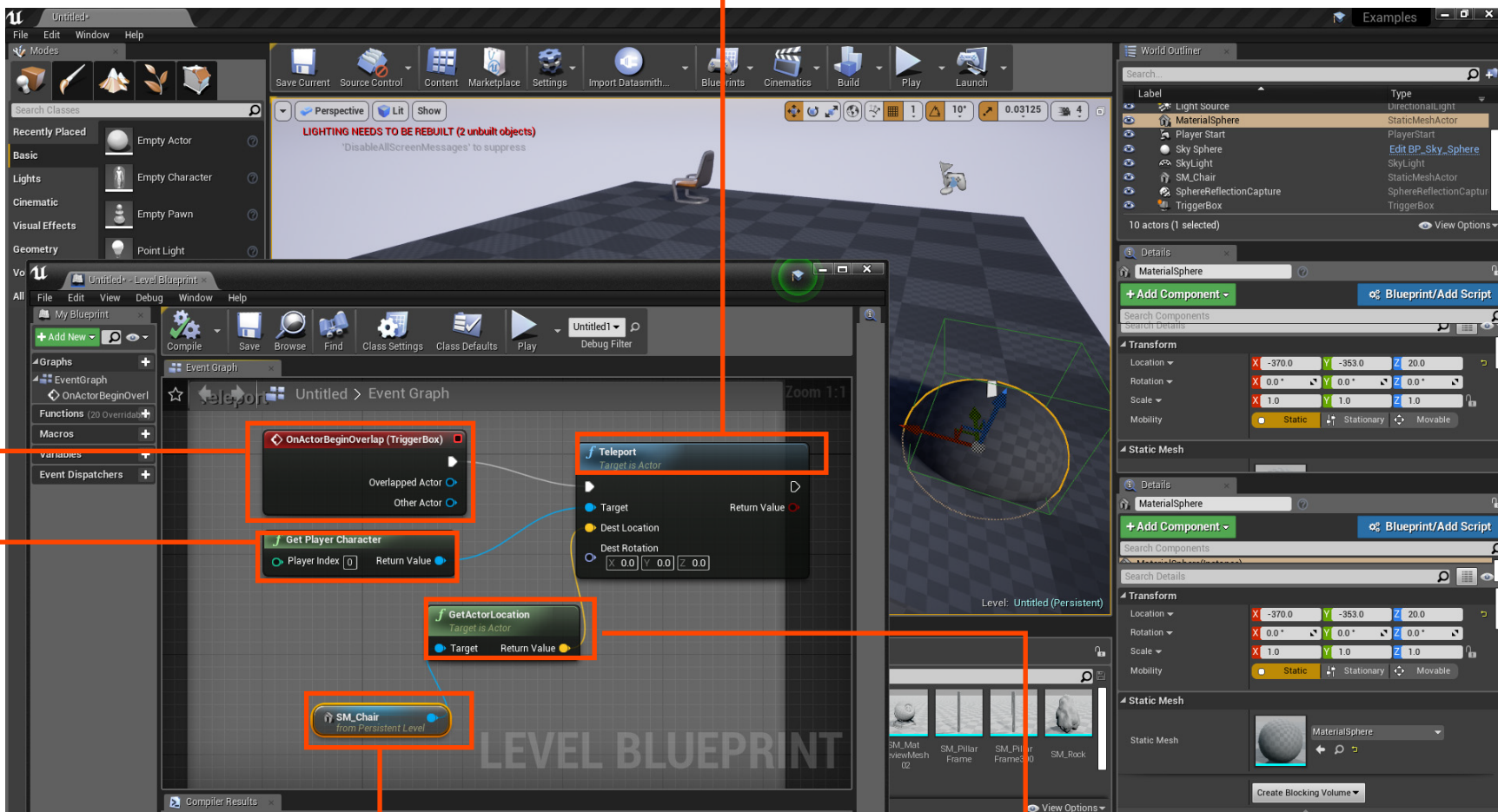Career Technical Education
SoCal ROC

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.

4. Drag out and Type "Teleport".

7. Drag from Teleport "Get Player Character"

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

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