The Stargate system allows you to transport materials over great distances, even between colonies.

The main way to get a Stargate is to Research and build it. Once you have done this you can use it for travel. The Stargate has a Capacitor and a buffer system. The Capacitor is charged with electricity and provides the power needed to establish a wormhole. the buffer stores the equipment and personnel that you want to sent to another Stargate.

You can add all close colonists into the buffer by pressing the Add Colonist button on the Gate UI panel. Pressing add resource will add any resources that are located in adjacent Autoloaders.

Once you have loaded the colonists / resources that you want you can press "Dial Out" and to complete the process of sending your team offworld. The capacitor will have to be recharged before this can be done again.

On a different (or the same) gate pressing "Incoming Wormhole" will cause the off world team to arrive at the selected destination gate.

Using this system it is possible to transfer personnel and equipment between colonies, establish mining / farming colonies to support a main colonies or completely evacuate a colony to a new location.

To assist you there is a second way to get a Stargate, the Offworld gate. This is build for free and instantly, when it is completed you can turn it into a full Stargate, at the cost of removing all colonists from the current map. This can be used to simulate an offworld team arriving at an uninhabited location.

To add to a gate: For colonists you draft them, stand them next to the gate and press add colonist. For resources you will have to build a Autohopper, load that with the resources you want and then press the add resource button.