

Welcome to the Teleporter

First open up `teleporterScene` – found in the scene directory.

SCRIPTS

CanTeleport

A simple script that will signify that the object can teleport

VARIABLE NAME	DESCRIPTION	DEFAULT VALUE
HeightOffset	The height offset after you teleport	4

Teleport

A simple script that will teleport the player

VARIABLE NAME	DESCRIPTION	DEFAULT VALUE
playerTag	The tag that we use to teleport.	player
teleportEnterAC	Sound to play when the player enters the teleporter	teleporterA
teleportWaitAC	Sound to play when the teleporter charges up	teleporterB
teleportExitAC	Sound to play when the teleporter finished teleporting	teleporterC
EffectOnExit	The effect to create when the teleporter finishes	fireworks
EffectOnChargeUp	The effect to create when the teleporter charges up	fireworks
EffectOnChargeUpTTL	The time the effects should last	1
TimesToCharge	The number of times you want to charge before teleporting	3
ChargeWaitTime	The time between charging up	1
WaitTime	The time before the teleporter finishes charging up and teleporting	1
TeleportRadius	The radius that that teleport uses to teleport everyone to the out position	4
TeleportTransform	the transform where you should teleport to.	