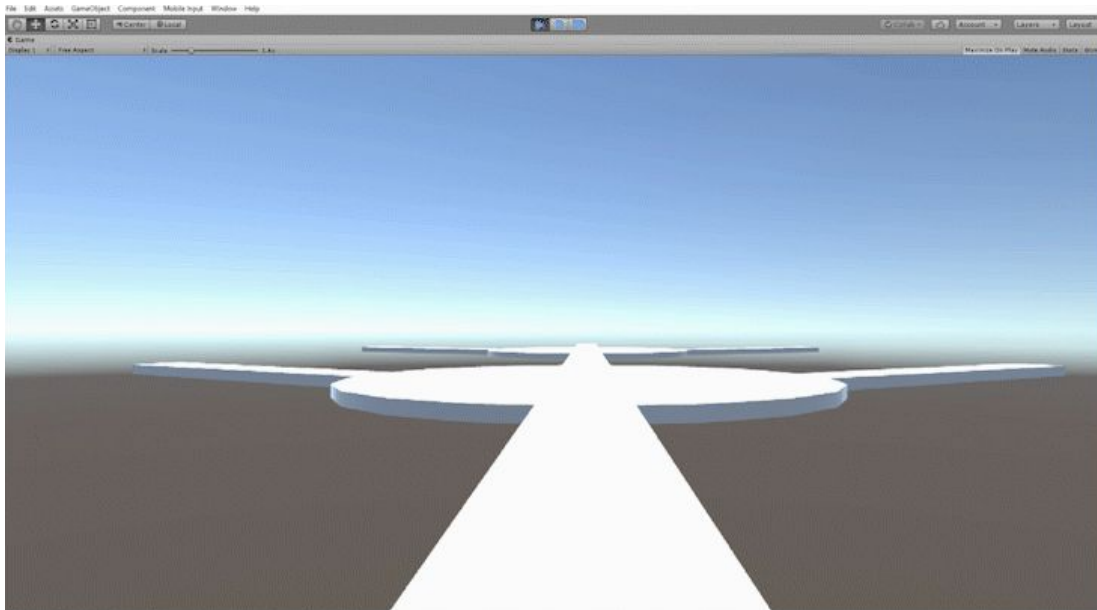


Teleporting the player to a specific location

This behavior, once the player walks inside the trigger (in the form of a cube with it's mesh renderer disabled), will teleport them to a specific location on the level defined by an empty object.



- 1) To begin, place some basic objects for the player to walk around on, then add the player controls (for this demo I simply used a preset FPS controller).
- 2) Create a cube and place it on a section of the floor, on the above demo I placed it at the start of a narrow path. Turn off the Mesh Renderer in the object's properties, and tick "Is Trigger" in the box collider.
- 3) Add a new script to the cube (The behavior needs only the default three namespaces)

```

1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class Teleport : MonoBehaviour {
6
7
8     public GameObject objGetTP;
9     public GameObject teleHere;
10    void Start () {
11
12    }
13
14    void OnTriggerEnter (Collider other)
15    {
16
17        if (other.gameObject.tag == "Player") {
18            objGetTP.transform.position = teleHere.transform.position;
19        }
20    }
21
22 }
23

```

4) Create two public game objects, one will be assigned to the player, while the other will be the location that the player teleports to.

5) Create an OnTriggerEnter event, "void OnTriggerEnter (Collider other)" (the text in brackets tells the event to collide with a different object, which will be defined next).

6) Inside the OnTriggerEnter event, create the if statement, " if (other.gameObject.tag == "Player")". This will make the trigger only activate if the object that passes through has the tag "Player", which needs to be assigned in the player model's properties.

7) Entering "objGetTP.transform.position = teleHere.transform.position" within the if statement is what will send the player to the specific location of "teleHere".

8) In the scene, create an empty object and place it in the spot you would like the player to teleport to.

9) Go to the trigger's properties and drag the player prefab into "Obj Get TP", and the empty object in "Tele Here".

