

# Fast Travel Functionality - Documentation

## Overview

The Fast Travel Button and functionality allows the VR User to teleport between predefined locations using the “Fast Travel” UI Button on the Wrist UI menu. It allows you to have:

- Single and multiple teleport spots
    - Automatically detected points (tagged as "FastTravel")-
  - Manually assigned locations through the Inspector of the C# Script component
  - smooth cycling between destinations when there are several existing ones
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## How It Works

### 1) Detecting Fast Travel Locations

- At the start of the scene, the system scans the scene for GameObjects that are labeled with “FastTravel” tag on the inspector for them.
  - You can also manually assign extra teleport spots if you have any.
    - These fast travel spots are stored in an array for later use.

### 2) Teleporting the Player

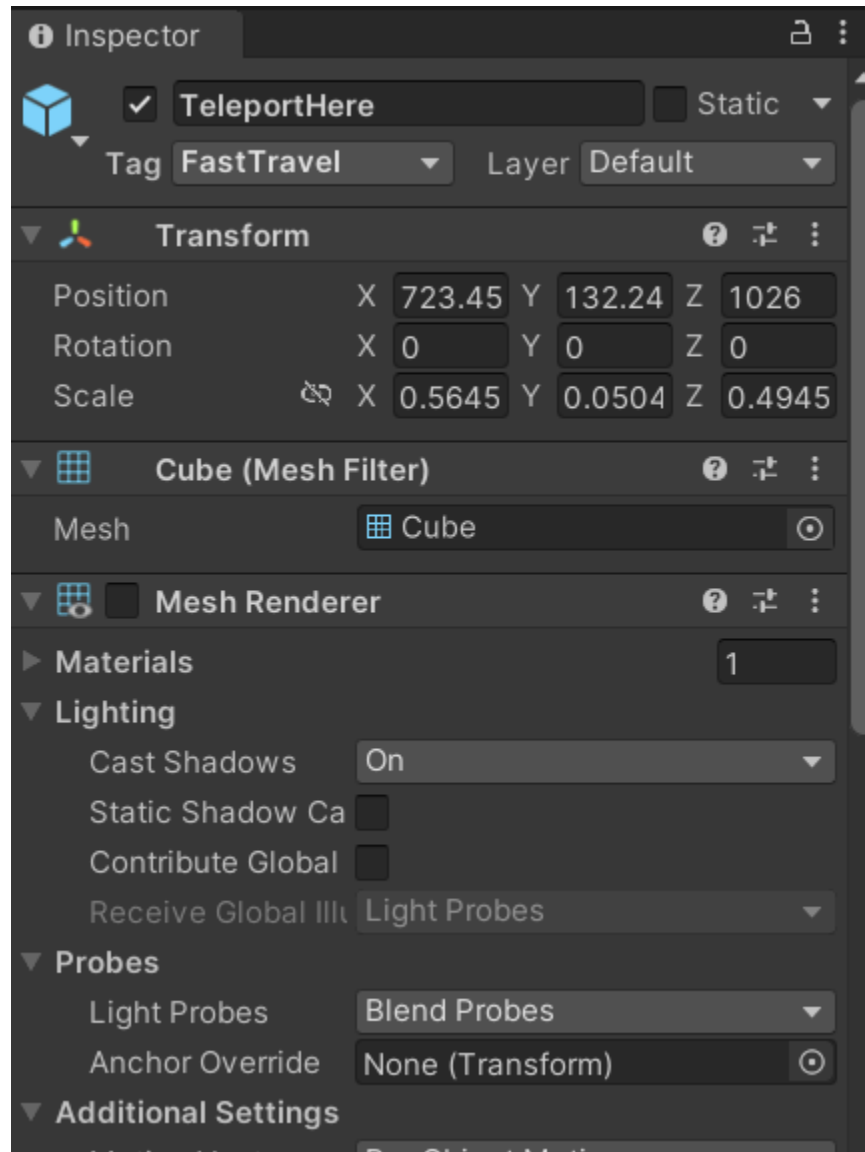
- When the Fast Travel button is clicked:
    - If only one spot exists, the player teleports directly to it.
- If there are several locations, the player moves through them one after the other.

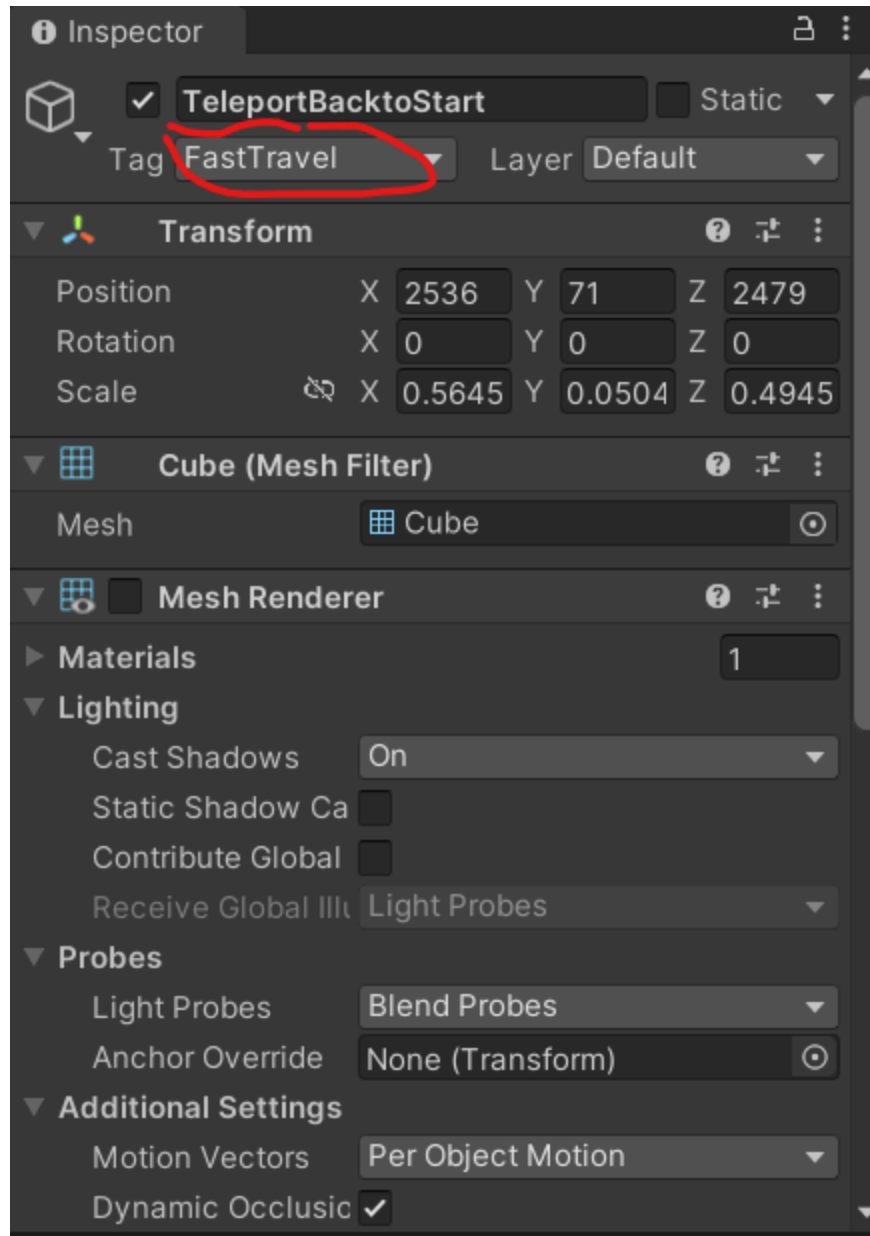
### 3) Handling Special Cases

- The system makes sure that the player does not stay in the same position when teleporting.
  - If there is an XR CharacterController component, it is temporarily disabled and re-enabled to allow teleportation or else the CharacterController will block the teleportation.
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# How to Add New Fast Travel Spots; There are 2 options

## Option 1: Using the "FastTravel" Tag (Auto-Detection)



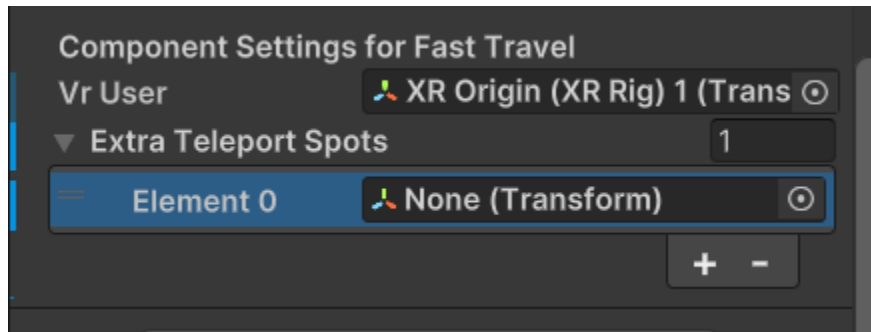
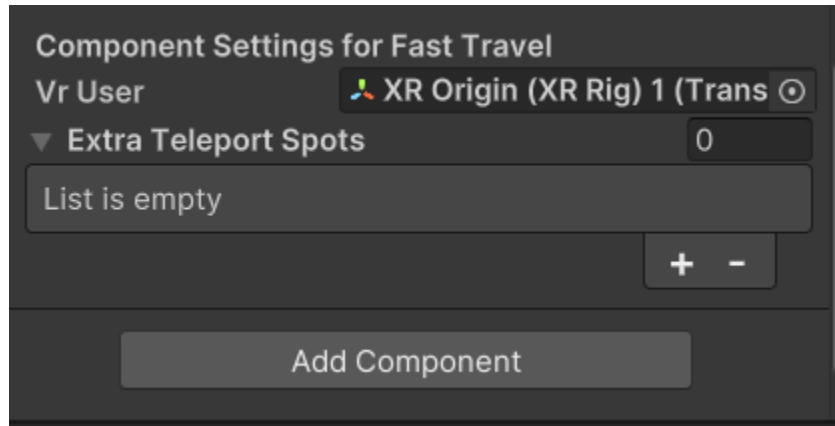


Steps in order -

1. Create an empty GameObject (or use a visible marker like a cylinder).
2. Assign it the "FastTravel" tag in the Inspector.
3. The system will automatically detect and use it at runtime.

## Option 2: Manually Assigning Locations in the Inspector

Steps in order -



1. Select the GameObject with the Fast Travel script.
2. Locate the "Extra Teleport Spots" array on the component for the script.
3. Click the '+' button and drag in empty GameObjects as teleport spots.
4. These will be added to the list of auto-detected locations.