





Simple Teleporter

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	Description:	Easy tutorial for a wired teleporter, using a hoverdrive.
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	Notes:	-

I will now teach you how to very easily make a teleporter that can teleport anything that is in any way attached to it.

Things needed for making this:

A hoverdrive controller, found under entities. Wired numpad tool Wire GPS tool

I will now explain step by step how to make a working hoverdrive that teleports.

Step 1: Spawn a hoverdrive (If you didn't do so before) and freeze it into the air.

Step 2: Attach 1 Wired numpad to the hoverdrive. (or a numpad input, I prefer wired numpads because it supports multiple numpad keys because the key is defined while wiring, not while selecting the tool options). Make sure toggle is OFF. This is VERY important!

Step 3: Spawn a GPS on the ground using the wire GPS tool. Freeze it into the air about 3 feet away from the hoverdrive. (The distance does not matter at all, 3 feet is just easier.)

Step 4: Select the wire tool and set the width to 0. This can not be done by using the sliding bar, so you have to manually click the number and then edit it to 0. If you have a width of the wire that is any higher than 0 it will cause ugly wires all across the map, because the hoverdrive has to be wired to the GPS while the GPS has to be able to go as far away as the map stretches.

Step 5: When having the wire tool out and having your mouse over the wireable things will say white text inside blue. You can right click it several times to change the option. Look at the hoverdrive. You will see "X". Click once on the hoverdrive if you see that, then click on the GPS. It will ask you to confirm the output, you can scroll through these by using the right mouse button. Just use X. X to X. Do the same with the hoverdrive's Y and Z, wiring Y to Y and Z to Z from hoverdrive to GPS.

Step 6: Look at the hoverdrive and right click on it until you come to an option called "jump". Wire this to the Wired Numpad that you set on the hoverdrive. The output does not matter, this will be the numpad key pressed to teleport your hoverdrive. For easyness it has to be the same key that you will set later on for "SetJumpTarget". Use 0 for now.

Step 7: Look at the hoverdrive and right click on it until you come to an option called "Setjumptarget". Wire that to the Wired Numpad too, but for easyness you have to set it to the same as that you set "Jump" to. Use 0 for now.

If you did it correctly, you should now have a working hoverdrive that can teleport anything constrained to the hoverdrive to the location of the GPS! Simply by pressing Numpad 0! (You can physics gun the GPS, and the wires won't break. Wires are not like Life Support's link tool which breaks easily.)

You don't need to use a GPS, you can use a beacon sensor too, Beacon sensor settings: all. It's like using a GPS, you wire Hover drive X to Beacon sensor X, Y to Y and Z to Z. Then you simply point at the place you want to teleport, and teleport.

You can also use a beacon sensor and a target finder to make the Hover Drive teleport to you or another target. Simply make a beacon sensor and target finder with the settings Minimum Range: 1, Maximum range: 999999, Maximum Number of targets to track: 1, Max number of bogeys (closest): 1 and with only 'Target Players' checked. Wire the Beacon Sensor 'Target' to Target Finder 'Output: 1'. Then wire the Jumptarget_x value of the Hover Drive to the World_X value of the Beacon Sensor. Do the same for Y and Z. Hey Presto! It teleports to you and/or whatever you have ticked on the Target Finder settings.

Additional things for adding:

You can add a grabber to the hoverdrive with the grabber tool, if you wire that to the wired numpad it will grab anything in its beam temporarily, teleporting the contraption or prop with the hoverdrive.

Hoverdrives are NOT the same as Stargate's asgard transporters. Asgard transporters teleport things from point 1 to point 2 if it has the right coordinates for position and destination without itself teleporting with it. Hoverdrives will teleport with themselves.

Hoverdrives hover normally, like hoverballs without a set height, but after teleportation it will be a weight. You can still use it, it just will not be weightless anymore.

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