

TELEPORT SYSTEM

PLUG-AND-PLAY TELEPORT SYSTEM

CREDIT

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SUMMARY

A simple plug-and-play teleport system for Godot that lets you instantly warp the player between any number of teleport points.

FEATURES

- ONE-CLICK SETUP
- SUPPORTS UNLIMITED TELEPORT POINTS
- VISIBLE OR INVISIBLE TELEPORTERS
- TRIGGER-BASED OR INPUT-BASED ACTIVATION
- SMOOTH FADE-IN / FADE-OUT TRANSITION (OPTIONAL)

SCRIPTS

- Teleporter.gd
- Teleportable.gd
- TeleportUI.gd
- Player.gd (example)

PUBLIC SETTINGS

- Target Teleporter
- Activate Mode
- Input Action
- Use Fade Transition
- Fade Duration
- Trigger Radius
- Allow Return

REQUIREMENTS

- Godot 4.x
- Input Map: optional
- Animator: No
- Extra Packages: No

Notes from dev

- Use arrow keys to move, space to jump and tab to teleport
- add custom sounds and fade via inspector

How To Use

- Step 1: Add the Teleporter.tscn scene to your project.
- Step 2: Place teleporters anywhere in your level.
- Step 3: In each teleporter's inspector, assign the Target Teleporter.
- Step 4: Add your Player to the Player Path slot and test — teleporting works instantly.
(No scripts or setup required — fully prebuilt.)

Join project R?

**Want to be part of the movement or
help others?**

You can join the Discord here:

<https://discord.gg/bBfxE78UTA> 

only if you want to connect or
contribute.