Evidence Document

```
Constant Force                              ❓ ⇄ ⋮
Force            X 0      Y -9.81    Z 0
Relative Force   X 0      Y 0        Z 0
Torque           X 0      Y 0        Z 0
Relative Torque  X 0      Y 0        Z 0
```

```
Rigidbody                                   ❓ ⇄ ⋮
Mass                 1
Drag                 0
Angular Drag         0
Use Gravity          ☐
Is Kinematic         ☐
Interpolate          None                ▼
Collision Detection  Continuous          ▼
▶ Constraints
▶ Info
```
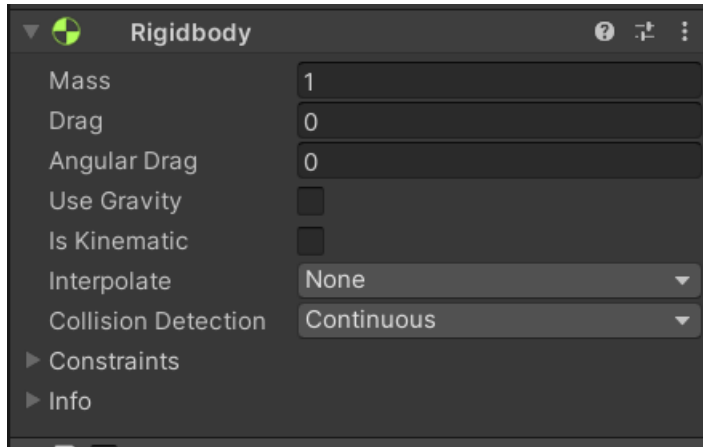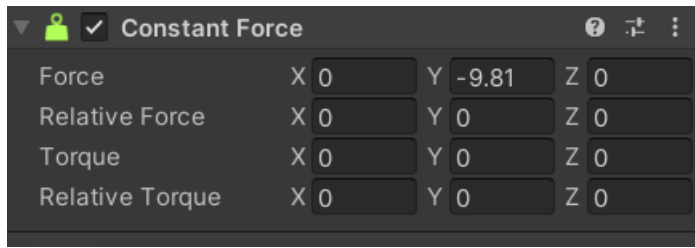
```csharp
void FixedUpdate()
{
    RaycastHit hit;

    if (Physics.Raycast(transform.position, Vector3.forward, out hit) && hit.transform.CompareTag("tele"))
        distanceToTel=hit.distance;
    else
        distanceToTel=99.0f;
    if(distanceToTel<=4){
            cam2.SetActive(false);
            cam1.SetActive(true);
    }
        else{
            cam1.SetActive(false);
            cam2.SetActive(true);
    }
}
```

```csharp
void OnTriggerEnter(Collider collision){
    if(collision.gameObject==portal1)
        transform.position= new Vector3(portal2.transform.position.x + 10.0f,15.86222f,19.01f);
    else if(collision.gameObject==portal2)
        transform.position= new Vector3(portal1.transform.position.x - 10.0f,15.86222f,19.01f);
    for (var i=0; i<10;i++)
        Instantiate(inst,collision.gameObject.transform.position,Quaternion.identity);
}
```