

```
1 //Telling what Libraries the components can be from.
2 using System.Collections;
3 using UnityEngine;
4
5 public class Warp : MonoBehaviour {
6     //setting variables
7     public Transform warpTarget;
8     //when player or object collides with Collider2D, it Warps to a Point
9     IEnumerator OnTriggerEnter2D(Collider2D other) {
10         //reference to screenfader script to apply screen fade when warping.
11         ScreenFader sf = GameObject.FindGameObjectWithTag          ↗
12             ("Fader").GetComponent<ScreenFader> ();
13
14         yield return StartCoroutine (sf.FadeToBlack ());          ↗
15         //move the player AND the camera so that it doesn't glitch and slide
16         //across the screen.
17         other.gameObject.transform.position = warpTarget.position;
18         Camera.main.transform.position = warpTarget.position;
19
20         yield return StartCoroutine (sf.FadeToClear ());
21     }
```