

Ultimate Marrow teleportation guide

(Doesn't include methods implemented using exclusively ultevents)

Extended sdk (<https://github.com/notnotnotswipez/Marrow-ExtendedSDK-PATCH-2>) and bl layers are assumed to be installed

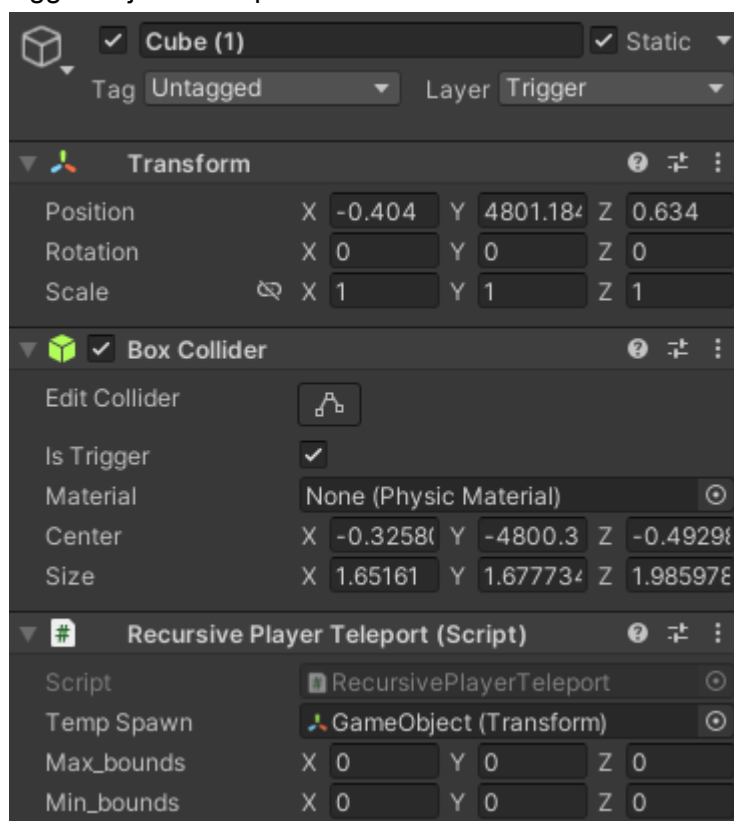
Create 2 game objects. One will be the trigger to teleport the player and the other will be the destination, place them accordingly.

Add a box collider to our trigger object, set it to be a trigger. that's the area that when touched by a player will teleport them.

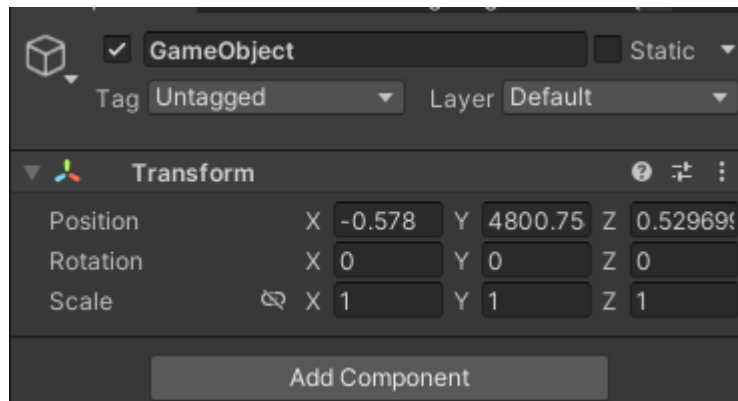
Add a Recursive teleport script to our trigger, put the destination in temp spawn, leave everything else default.

Set the gameobject to the trigger layer

trigger object example



destination example



And you're done!