

Thanks for your support for first version of ArchVis VR, We added a new feature to the project, you can read instruction:

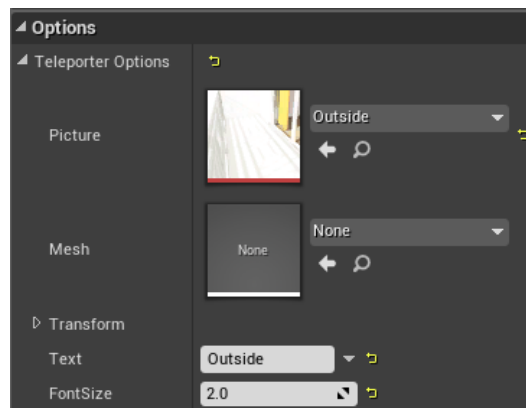
Teleporter:

With the teleporter you can easily teleport user to any predefined location in your level, to use this just take a photo from that location to use in menu handler to show to user where they'll teleport.

You can Open/Close Teleport option with Grip button on Left/Right Motion Controller.

Teleporter actor should be on the ground.

Please add `ArchVisVR_Teleporter` to your level from Content/ArchVisVR/Blueprints/Actor when you click on that actor in your level you can add options like this photo:



- 1- **Picture:** You can take screenshot from that location and import as a texture into engine and use there.
- 2- **Mesh:** You can set a static mesh for your teleporter.
- 3- **Transform:** You can add transform to your mesh, your actor in level should be exactly on the floor, so if you want to change mesh location you can use this option.
- 4- **Text:** You can set a text to show in handler (Optional).
- 5- **FontSize:** You can change font size for your text.

If you have any question or need to add new abilities to your personal project feel free to contact us at:

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