**Havent u wonedered how to teleport?**

Well no longer will it B a mystery.

**First some place to put it**

First of all, you might want to build a map b4 you use this, like a basic room with two stories( you dont need to connect them. they could be two separate rooms with nothing in between but the grey void ).

**Somewhere to teleport from**

So... right click on your map(with nothing selected) an go to

trigger->teleport and you should see a green trigger block. Hit "n" and eter these key/values.

|  |  |
| --- | --- |
| **Key** | **Value** |
| targetname | teleport |
| target | teledest |

so thats it for the trigger\_teleport.

**Somewhere to teleport to**

Now we need to put in a destination. Right click with (nothing selected and select) Func -> teleportdest.

Hit "n" and then enter more key/values

|  |  |
| --- | --- |
| **Key** | **Value** |
| targetname | teledest |

If you enteterd this correctly there will be a grey line connecting the trigger\_teleport and the teleportdest, then compile and enjoy!

This has been another edition of A learn How!

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