Teleporting Through Your Maze

Persistent Level.PointLight 1.0000 1.0000 1.0000 1.0000 1.0000 1.0000

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Socal ROC ADVANCED VIDEO GAME DESIGN

Teleporting allows you to move from one spot in your level to another. This tutorial shows you how to "hide" the teleporter from the player, making your gameplay more complex

Teleporting - Unreal Development Kit (64-bit, DX9) _ # X File Edit View Brush Build Play Tools Help 06. 1 2. Right click on your surface 60 Actor Cl Modes in the perspective The Doorg Content Browser Actor Classes Levels Scene Groups Start Page viewport and 10 % Vise 'Actor' As Parent Search: Add UT TeleporterCustomMesh. Placeable Classes Only RO F Show Categories Brushes Categories E Common 00 ComeraActor I InterpActor BS Surface Properties... F5 E PlayerStart E Trigger Find in Content Browser... Obi+B B 0 E Cover Select E Crowd BO The Decals O.t. ChleX. • P 1 9 9 9 9 9 9 9 9 9 9 9 9 9 5 E Fluid CODY ChileC M E Fog Padra Chi+V. E Lights Paste Here Navigation Ć\$G -DoorMarker Select Surfaces -Ladder Acoly Material -LiftCenter Reset G LittEvit Alignment # PathNode Pylon. Vicibility Volumes - PylonSeed Add UTTeleporterCustomMesh Route S-Telepo Add Recent - UTTeleporterCustomMesh Add Actor Select UTTeleporter 22 Play Level TriggeredPath Play from Here - UTCTFBlueFlagBase 3 8 -UTCTFRedFlagBase - UTDefensePoint -UTJumpPad Coto - Physics 0 3 + Pickups E SkeletalMeshes E Sounds 4 StaticMeshes E Uncategorized E Vehicles E Wind UTGameContent.UTTeleporter

1. Open the Content Browser and select Actor Classes - Navigation -Teleporter - UTTeleporterCustomMesh

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You can, as this tutorial shows, make a two teleports connected to take the player "to and back".

- 3. Make a copy of your teleporter by holding the Alt key and dragging the copy to the spot where you want to teleport.
- 4. Right click on the first teleporter and open its' properties.
- 5. Name the teleporter "Teleporter1" and set its' URL to "Teleporter2".

▼ UTTeleporter	
Teleporter Base Mesh	Teleporting.TheWorld:PersistentLevel.UTTeleporter_0.StaticMeshComp
▼ Teleporter	1443-201
URL	Teleporter2
Product Required	None
Changes Velocity	
Changes Yaw	
Reverses X	
Reverses Y	
Reverses Z	
Enabled	
Can Teleport Vehicles	(x=0.0 00000, y=0.000000, 2=0.000000)
 Target Velocity X 	0.000000 (*=0.000000,2=0.000000)
Ŷ	0.00000
7	0.00000
 Navigation Point Vehicle Usage 	
Yenice Usage Movement	
▶ Display	
▶ Attachment	
▶ Collision	
▶ Physics	
▶ Advanced	
▶ Debug	
▼ Object	
Tag	Teleporter1
Group	None
Name	UTTeleporter_0
Object Archetype	UTTeleporter'UTGameContent.Default_UTTeleporter'

- **6.** The select the properties of the second teleporter and name it "Teleporter2" and set its' URL to "Teleporter2"
- **7.** To make the teleporters invisble to the player open their properties and click on —

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ITTeleporterCustomMesh_0 Properties	
Type feely to pearch	2016A
▼ UTTeleporter Custom Mesh	
*Mesh Teleport.TheWorld:PersistentLeveLUTTeleporter	CustomNesh_0.StaticMeshComponent_7
Static Mesh Component	
▶ Mobile Settings	
P Physics	
Ughtmass	
* Rendering	
Materiais (1)	00
Replacement Primitive None	
Min Draw Distance 0.000000	:
Massive LODDistance 0.000000	:
Max Draw Distance 0.000000	:
Cached Max Draw Distan 0.000000	
Motion Blur Instance Sca 1.000000	÷
Depth Priority Group SDPG_World	-
Detail Mode DM_Low	•
Allow Cull Distance Volur	
Hidden Game	
Hidden Editor	
Owner No See	
Only Owner See	
Ignere Owner Hidden	
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* Prinitive Component	
Ignore Hidden Actors Me	
Absolute Translation	
Absolute Rotation	