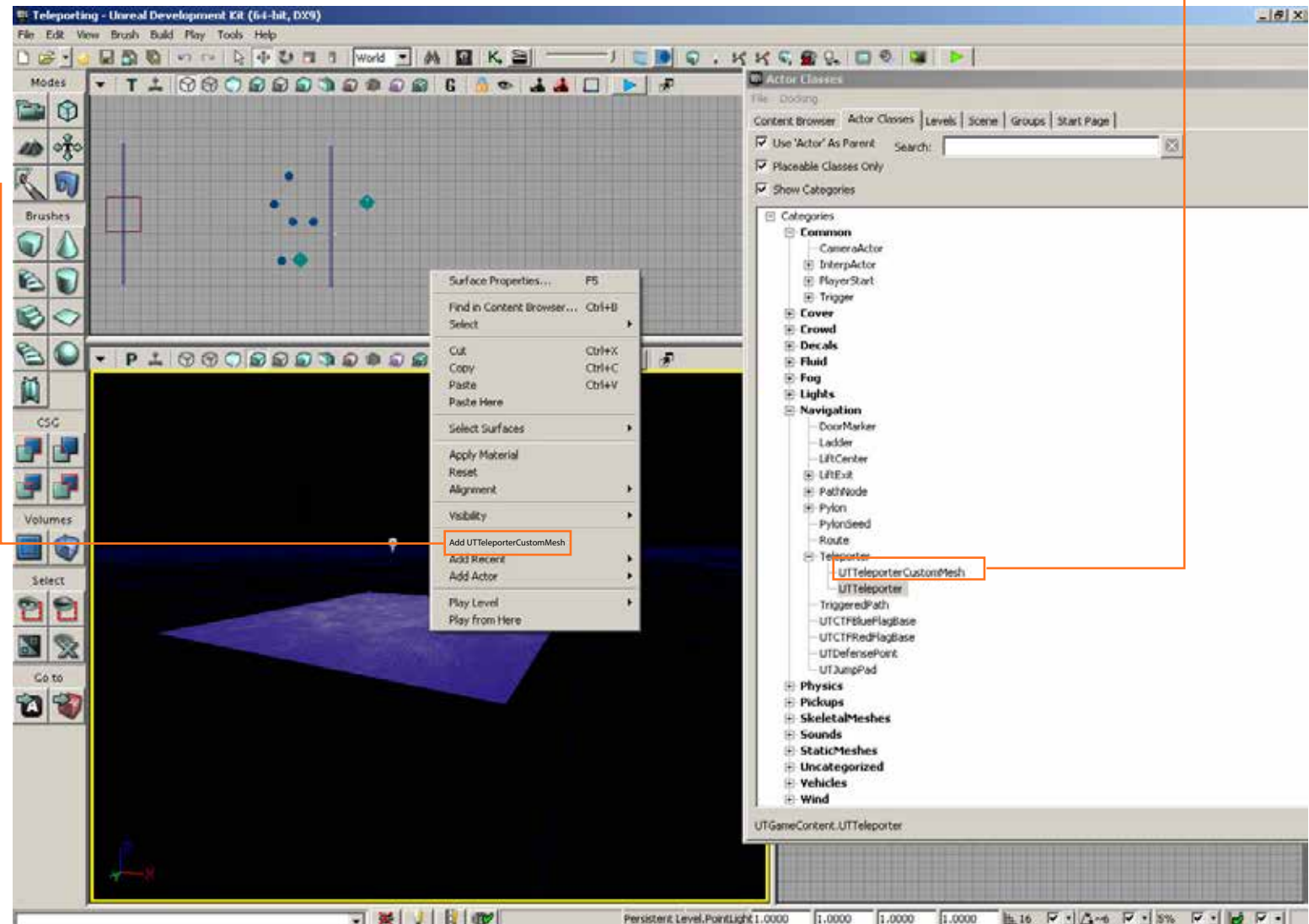Career Technical Education
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ADVANCED VIDEO GAME DESIGN

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

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

2. Right click on your surface in the perspective viewport and Add UT TeleporterCustomMesh.

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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".
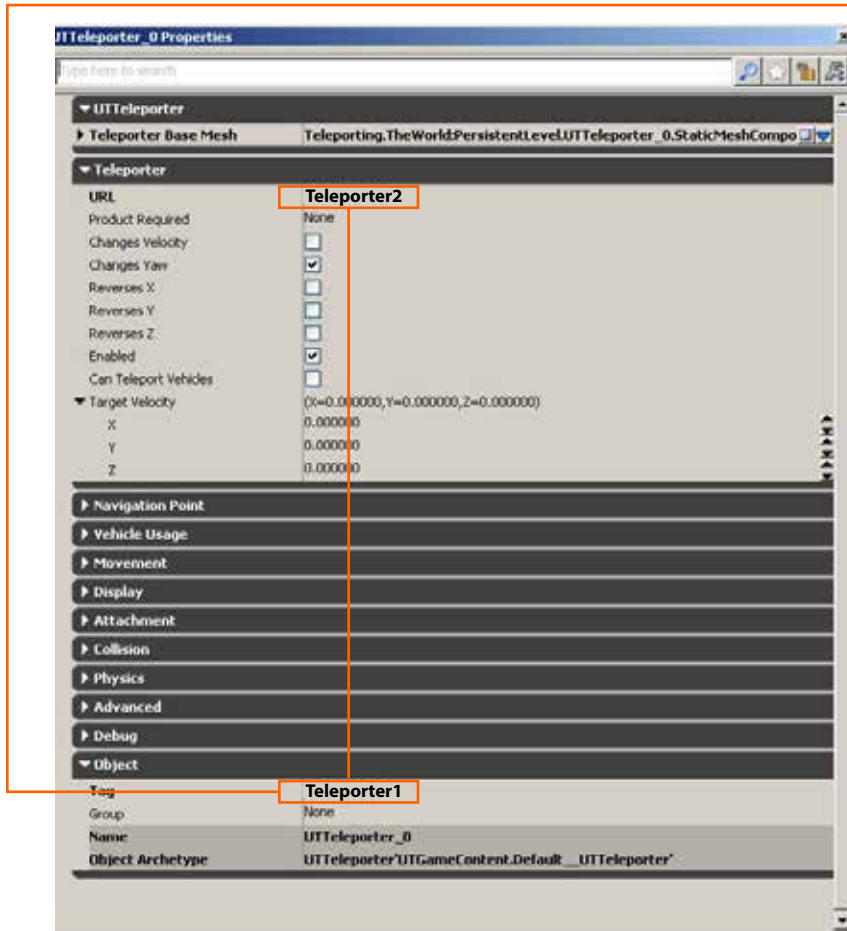
6. The select the properties of the second teleporter and name it "Teleporter2" and set its' URL to "Teleporter2"

7. To make the teleporters invisble to the player open their properties and click on