**Teleportation and Portal**

**Welcome to Documentation**

Portal and Teleportation have been configured so that you only put them on your map, without making major changes. You do not have to press any key to make Teleportation work. Upon entering the Blueprint Collision Sensors, the character will instantly become paralyzed. Shortly after the Character Dematerialization and Teleportation begins. The Character will only be Materialized on another Teleport. What is also very special is that if the Character goes through Teleportation while Jumping Teleportation will not be performed.

**Types of Teleportation:**

**TT:** Character is automatically teleported to the other Teleportation that is on the same map.

**T.A.M:** Character is automatically teleported to another Teleportation that is on another map. Single Player Only.

**Types of Portal:**

**PP:** Character goes from one place to another entering a Portal and leaving in Another.

**P.A.T:** Character enters the Portal and is teleported to the location of the Blueprint called BP\_ExitPortal.

**P.A.M:** Character enters the Portal and is sent to another Portal on another map. Single Player Only.

**How to add the Product to my Project?**

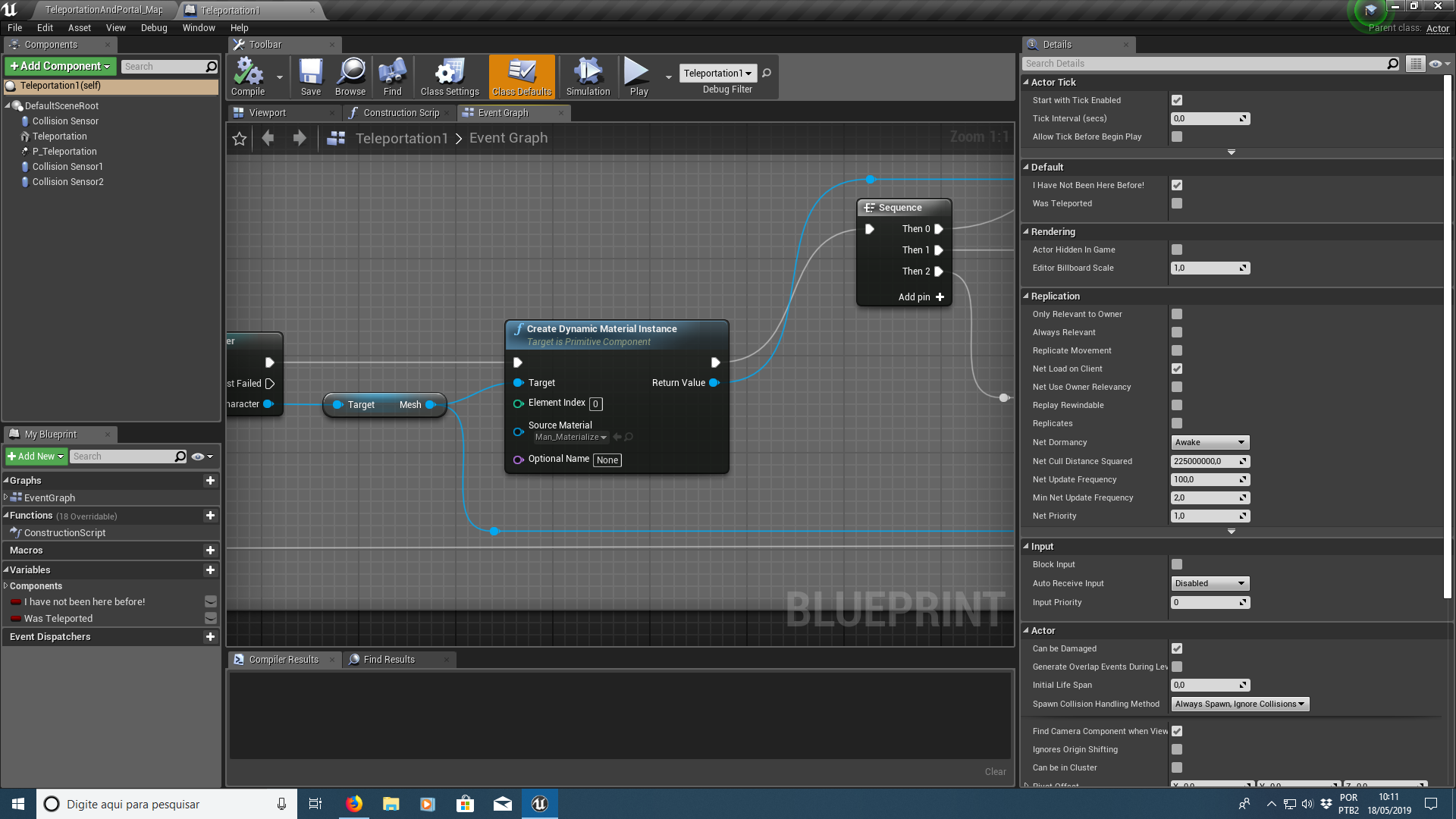
Select and right click on the "TandP" folder. Then click on "Migrate...". In the following window, all files and folders of the product to be copied will be displayed (Click on Ok). Now, select your project's "Content" folder and click "Select Folder". You will receive a message in the lower right corner of the screen notifying you if the migration has been completed successfully.

**How do I make the Teleport and Portal work on my character that is not the Editor's Standard?**

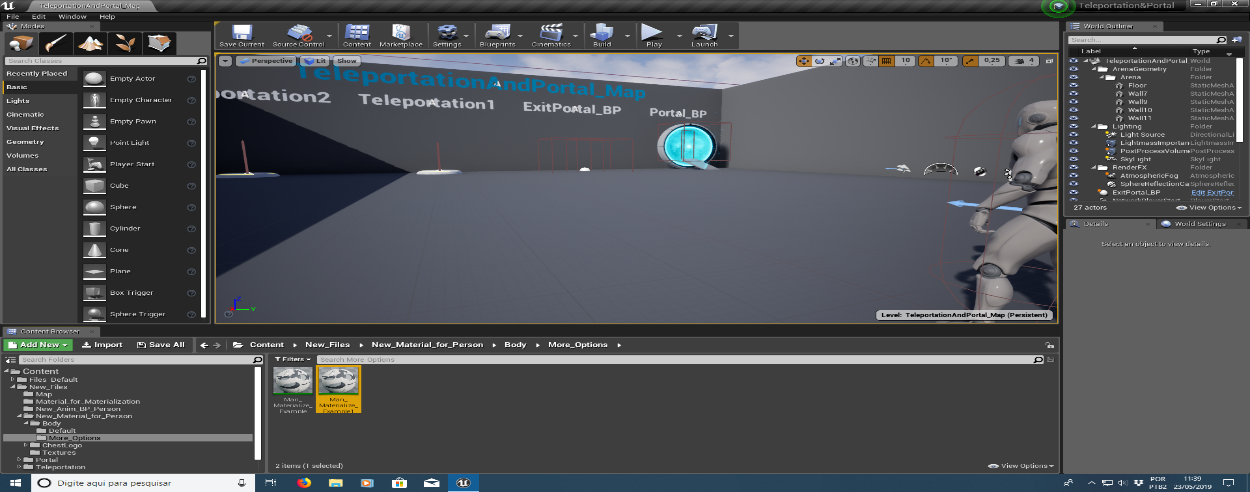
Click on the "Documentation Actor" called "Tutorial" on the map. Click on "Open URL Documentation" in the "Details" tab. Allow "Engine" to open your browser with the link to the Tutorial Folder.

**Change Material of Materialization in Teleportation:**

According to the Ad Images there are two other materials for the Materialization besides the Pattern that is already being used in the Character. Just open the two Teleport Blueprints that are in the "Content/TandP/Teleportation" folder and then go to the "Content/TandP/New\_Material\_for\_Person /..." folder and select one of the two materials and go to the Teleport Blueprint and Find What is in the image below and Click on the indicated Arrow.



**Image 1:** Selected Material.



**Image 2:** In Source Material Click the Arrow.

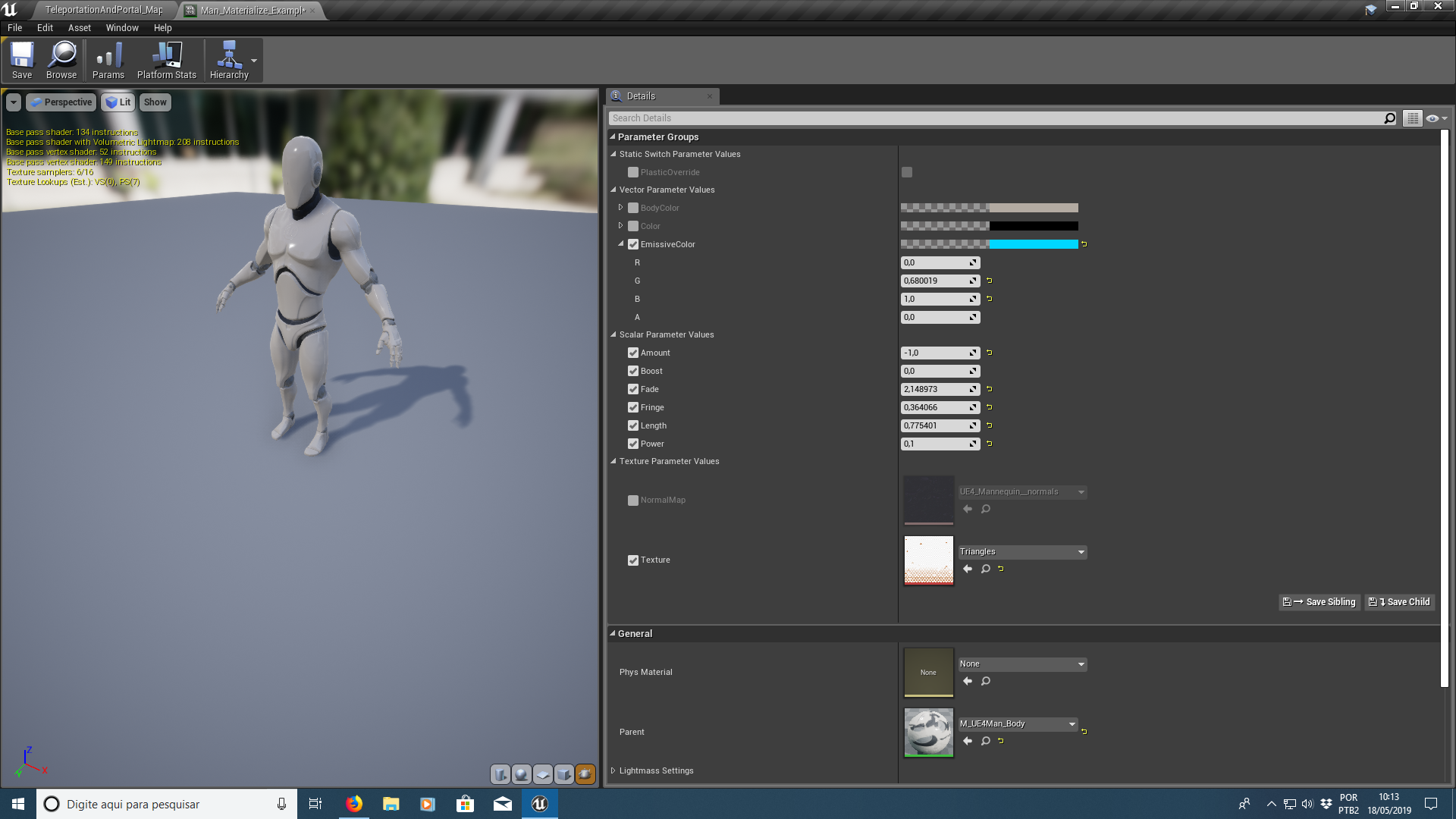
**Change the Materialization Material in the Portal:**

According to the Ad Images there are two other materials for the Materialization besides the Pattern that is already being used in the Character. Just open the Portal Blueprint that is in the "Content/HR\_TeleportAndPortal /Portal" folder and then go to the "Content/TandP/New\_Material\_for\_Person..." folder and select one of the two materials and Find and Click the indicated Arrow.

See **Images 1 and 2.**

**Change the Colors of Materialization:**

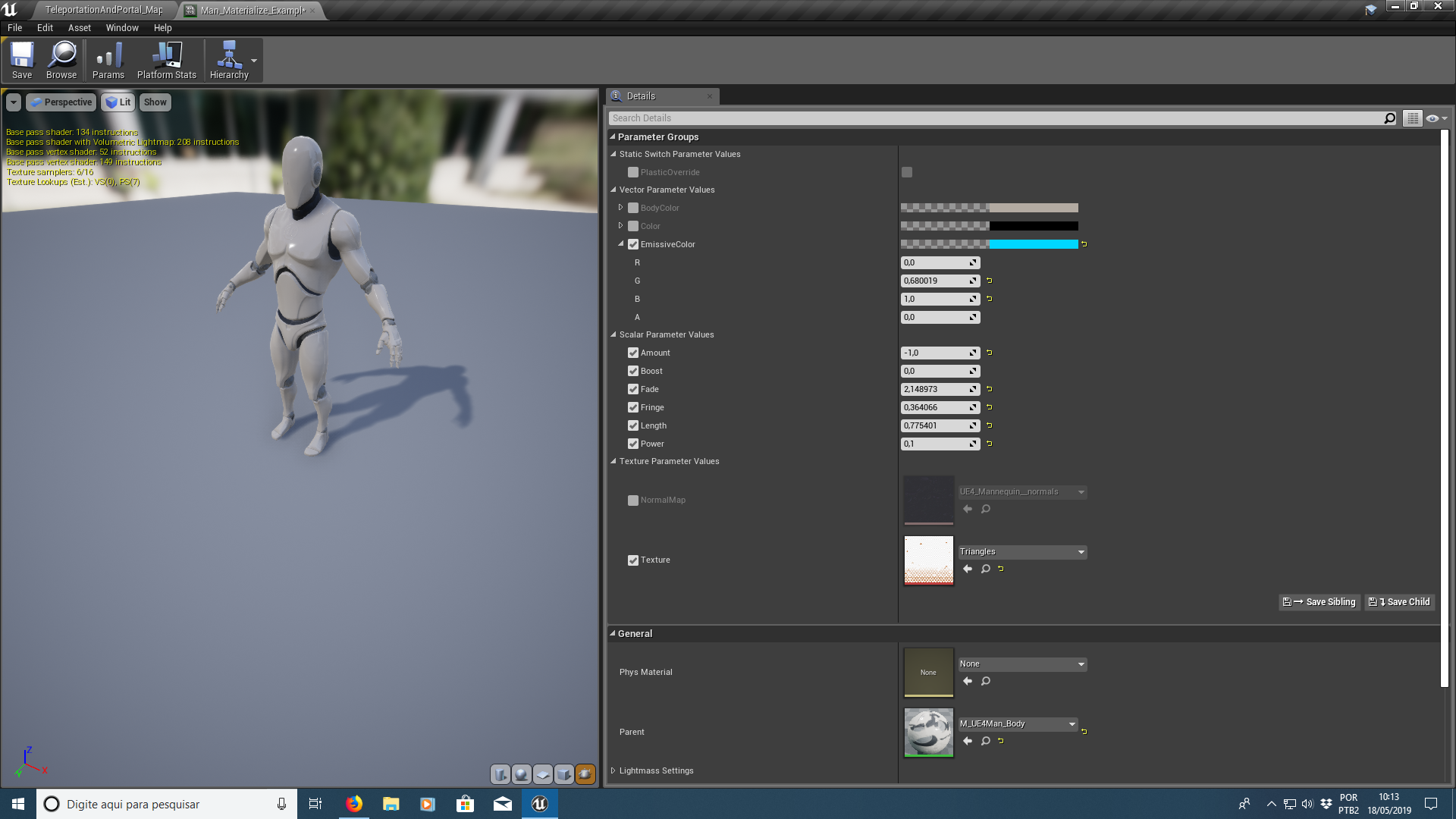
Just open the Material you have chosen for Character Materialization or what is by default in the "Content/TandP/New\_Material\_for\_Person..." Folder and the Vector Parameter Values Look for EmissiveColor and change the color values any way you want. Follow Picture below:



**Image 3:** Click the Color shown or Change the R, G, B, and A Values.

**Change Materialization Texture:**

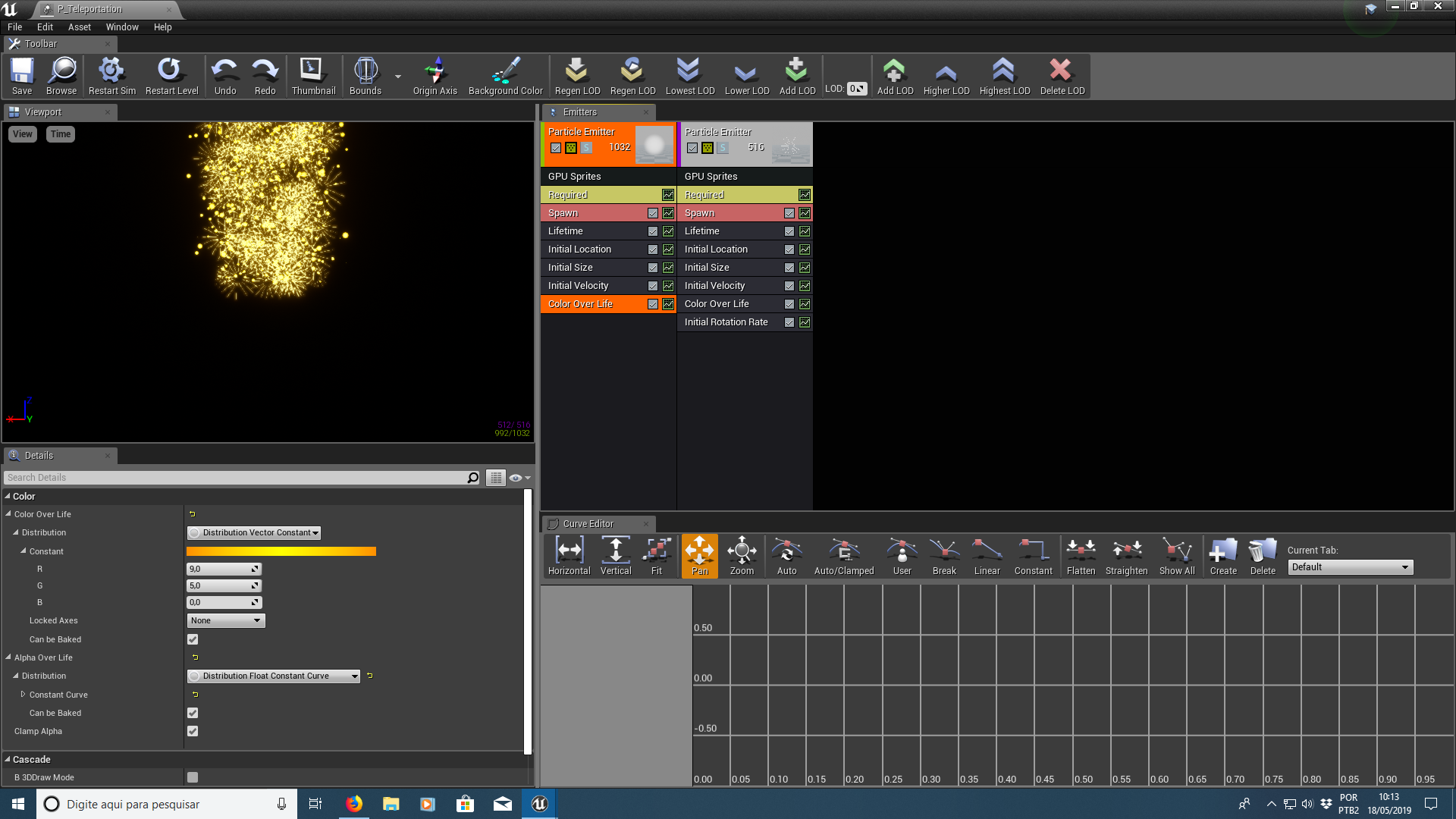
Just open the Material you have chosen for the Character Materialization or what is by default in the "Content/TandP/New\_Material\_for\_Person..." Folder and look for Texture Parameter Values and click the arrow to apply your Texture to Material. Follow Image:



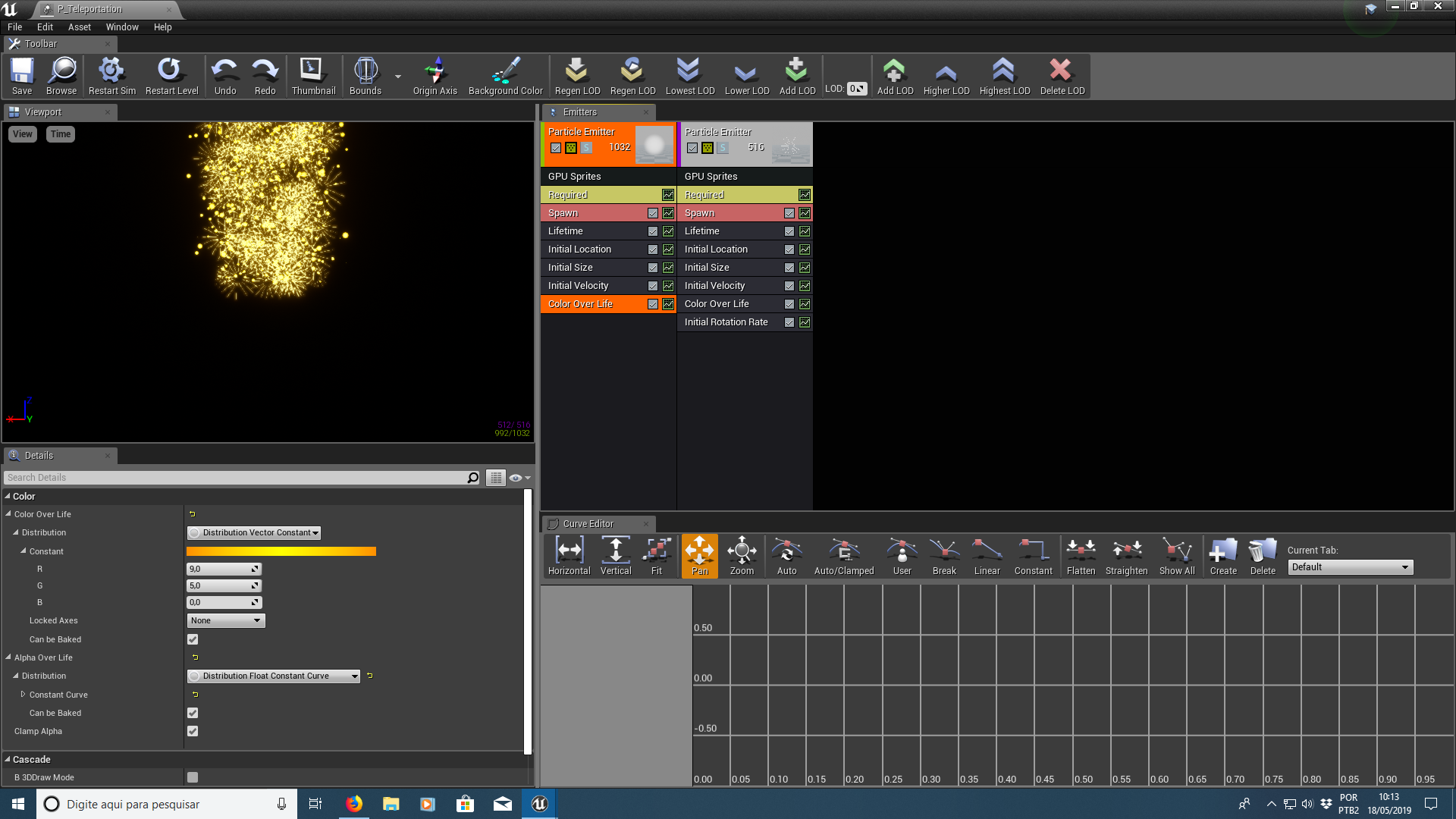
**Image 4:** Under Texture with your Texture already imported and selected, click the White Arrow.

**Change Portal Particle Color:**

Open the Particle file that is located in the "Content/TandP/Portal/Particles" folder and click Color Over Life on all emitters and change their values to the desired one.



**Image 5:** Under Emitters click Color Over Life.



**Image 6:** In Details, Click the Color or Change the R, G, and B Values.

**Note:** You may need to change the colors for other Particle Emitter. Also click on Color Over Life and change the R, G and B values.

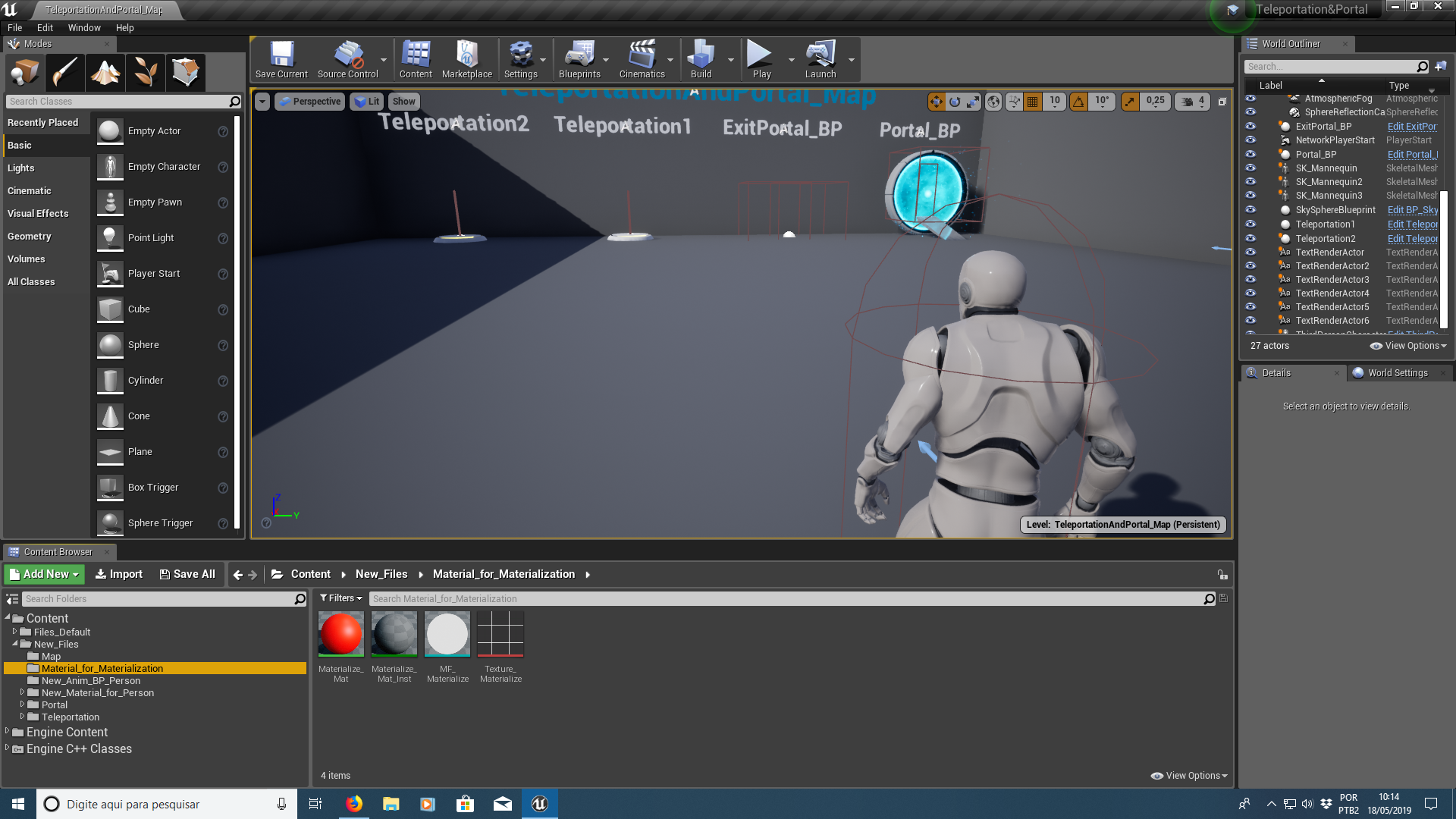
**Change Color of Teleportation Particles:**

Open the Particle file that is located in the "Content/TandP/Teleportation/Particle" folder and click Color Over Life on all emitters and change their values to the desired one.

See **Images 5 and 6**. See also **Note**.

**I would like to copy the Materialization Materials for my Project:**

Go to the "Content/TandP/Material\_for\_Materialization" Folder and Select All Files, right-click on the "Asset Actions/Migrate" tab and select the Folder on your Computer where the Migration Target Project is located. You can add them to the Material of your desired Character or Object.



**Image 7:** After selecting, Right-click and go to: "Asset Actions/Migrate".

**Limitations of Teleportation and Portal:**

- No more than one Character can be Teleported at the same time.

**Support:**

- Documentation Actor on the map.

- Send to the Support E-mail that you will receive after the purchase.

- Website.

Link to my Website: <https://www.highrender.store/>

Sincerely, HighRender.