

Transporter

Create transportation that will move the player to another part of the game room.

This is not a portal for changing rooms. A transporter might be used to get around a big game room or as part of the challenge in finding a way out. When the player collides with the transporter, they will be “jumped” to the receiving end location. You need two transporter objects with different colored sprites until you know it works.

For programming purposes, label one of the transporters **Object_ATrans** and the other **Object_BTrans**.

Object_Player



Event: Collision <Object_ATrans>

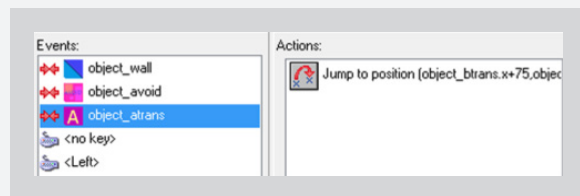
Action: Jump to position

Applies to: Self

x: Object_BTrans.x+75

y: Object_BTrans.y

Not Relative



Event: Collision <Object_BTrans>

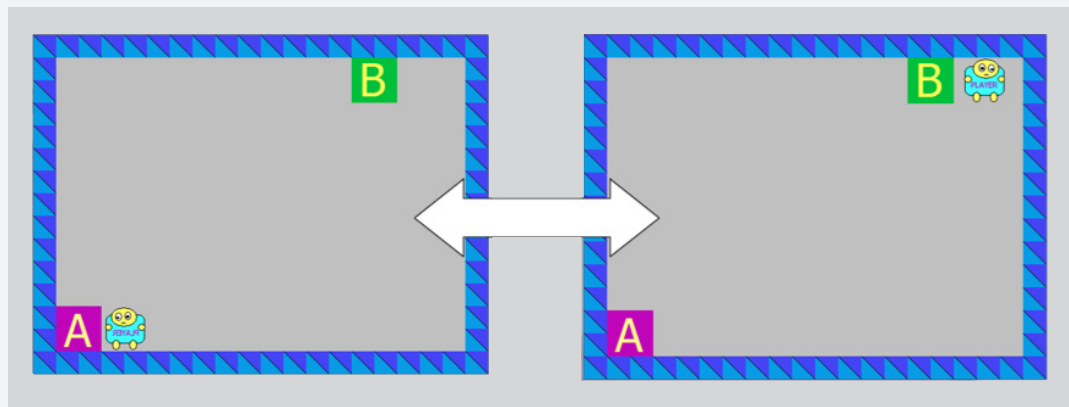
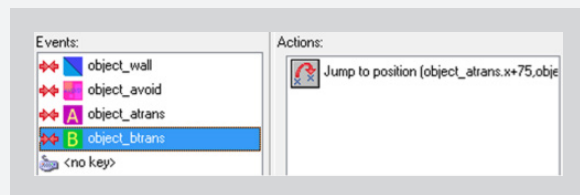
Action: Jump to position

Applies to: Self

x: Object_ATrans.x+75

y: Object_ATrans.y

Not Relative



NOTE: You must put the transporters with enough space to the right for the player to materialize. The x+75 means the player will jump *outside* of the portal. If there is no room for the player to land or you don't add coordinates, the player will fall into a constant loop between the two transporters. If you don't want the player to be able to go back through the transporter, simply remove the **Collision Event** with **Object_BTrans**. You can make more transporters by repeating the event collision with new **Object_Transporter's**.