

Transporter

Create transporters 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. You need two transporter objects sized 64x64, 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

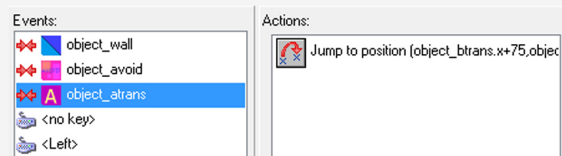
Applies to: Self

(type in space)

x: object_btrans.x+75

y: object_btrans.y

Not Relative



Event: Collision <object_btrans>



Action: Jump to Position

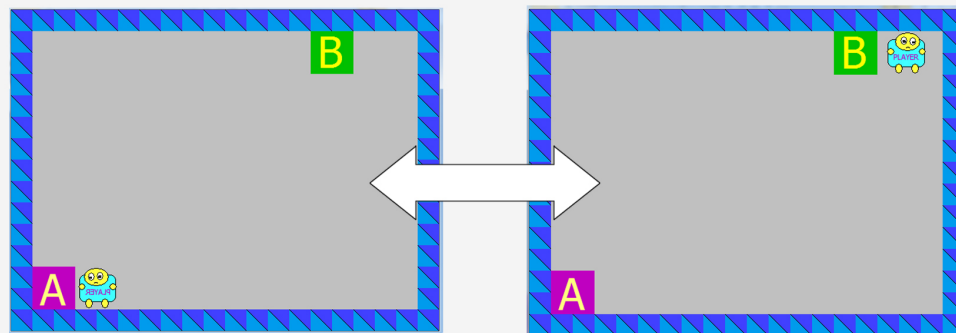
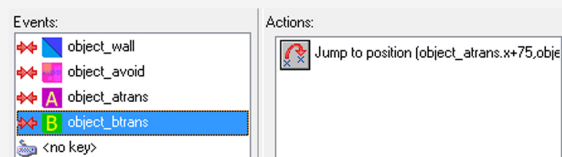
Applies to: Self

(type in space)

x: object_atrans.x+75

y: object_atrans.y

Not Relative



You must put the transporters with enough space to the right for the player. The x+75 means the player will jump *outside of the portal*. If there is no room to “land” or you don’t add coordinates, the player will fall into a constant loop. If you don’t want the player to be able to “go back”, simply remove the **Collision Event** with **object_btrans**