

TELEPORTALS 8.0.X. FOR GTA V

Page 1

By Cyron43 aka Osmone Everony

ABOUT THIS MOD

Teleportals provides teleporting spots in your game. You can simply walk in and come out at another portal somewhere else. Teleportals comes with a predefined set of portals but you can easily add more, deactivate/activate, delete or modify existing portals.



You see three Teleportals in this picture. Franklin is closest to the right one and it shows its destination. The destination appears once you are 1.5 meters away or closer.

Please continue to the next page.

TELEPORTALS 8.0.X. FOR GTA V



Here you see another portal which leads to Aunt Denise's house. Once you touch the outer boundary of a portal it turns yellow (by default but the colors are configurable).

Please continue to the next page.

TELEPORTALS 8.0.X. FOR GTA V



Franklin simply stepped into this portal. The screen turns black for a second and fades back in. Taddaa, he arrived. This portal is yellow until he steps out. If you want to go back then just move away until it turns black, then turn around and walk right in.

Please continue to the next page.

TELEPORTALS 8.0.X. FOR GTA V

Page 4

THE MAIN PURPOSE OF THIS MOD (WHAT I HAD IN MIND)

There are several spots in the game which cannot be reached the normal way. For instance, take the Helipad on the rooftop of Lombank West. Mods like sjaak327's „Simple trainer“ let you teleport into any of the CEO offices but you can't go to the helipad as in the online mode. Or you can't reach the basement parking from there. Teleportals makes it possible.

NOTE!

Teleportals does NOT provide the interiors like the CEO offices. You need either sjaak327's „Simple Trainer“: <https://www.gta5-mods.com/scripts/simple-trainer-for-gtav>

NewTheft's „Open all interiors“: <https://www.gta5-mods.com/scripts/open-all-interiors>

And ImNotMental's Single Player Apartments: <https://www.gta5-mods.com/scripts/single-player-apartment-spg-net>



Please continue to the next page.

TELEPORTALS 8.0.X. FOR GTA V

Page 5

NEW SINCE VERSION 8:

- ✓ **Reload configuration with just a key press (default is Ctrl+4 (key row, not num pad)).**
No need to restart ScriptHookVDotNet anymore when you made a change to any Teleportal.
- ✓ **Automatic configuration update if you updated from a previous version.**
You won't lose your created Teleportals or modifications to the configuration.
- ✓ **Automatic creation of the configuration in case this is your first time use of this mod.**
This makes the installation of this mod easier than ever.

Please continue to the next page.

TELEPORTALS 8.0.X. FOR GTA V

NEW SINCE VERSION 7: TELEPORTAL OWNERSHIP

Teleportals are marked with an ownership now. You can set ownership to either of the three characters Franklin Clinton, Michael DeSanta, Trevor Phillips or you can make a Teleportal publicly available by setting the ownership to public. See the section “How to add another Teleportal” below for further information.

In my game the yacht (provided by the OpenAllInteriors mod) is owned by Michael. He has a Teleportal set which leads from the yacht right into his house. Here is what happens when Franklin tries to use Michael’s Teleportal.



However, you can easily change the ownership in the configuration. As with the other Teleportal colors you can change the “access denied” color in the configuration by changing the RGB values inside these tags (default is 255/0/128):

```
<LockedMarkerColor_B>128</LockedMarkerColor_B>  
<LockedMarkerColor_G>0</LockedMarkerColor_G>  
<LockedMarkerColor_R>255</LockedMarkerColor_R>
```


TELEPORTALS 8.0.X. FOR GTA V

NEW SINCE VERSION 7: TELEPORTAL OWNERSHIP

Teleportals are created as “public” by default. If you wish you can set any Teleportal to a certain owner.

```
<TeleportalSet>
  <DisplayTextEndpoint1>Vehicle entrance</DisplayTextEndpoint1>
  <DisplayTextEndpoint2>Exit</DisplayTextEndpoint2>
  <Enabled>true</Enabled>
  <Endpoint1X>-511.65213</Endpoint1X>
  <Endpoint1Y>-2197.16016</Endpoint1Y>
  <Endpoint1Z>6.46296</Endpoint1Z>
  <Endpoint2X>947.7099</Endpoint2X>
  <Endpoint2Y>-2999.02979</Endpoint2Y>
  <Endpoint2Z>-47.57859</Endpoint2Z>
  <ExitHeading1>322</ExitHeading1>
  <ExitHeading2>270</ExitHeading2>
  <Name>Vehicle warehouse</Name>
  <Owner>public</Owner>
  <TeleportalType>Vehicle</TeleportalType>
</TeleportalSet>
```

Look at the Owner tags. If you want Franklin to be the owner simply replace “public” with “Franklin” – or “Michael” or “Trevor”, whichever one should be the owner.

TELEPORTALS 8.0.X. FOR GTA V

Page 8

NEW SINCE VERSION 7: VEHICLE PORTALS

There are two types of portals now. One is for peds and the other type is for vehicles (but can also be used on foot) . Here is a vehicle portal at the big warehouse near Los Santos Airport. In GTA Online there is an underground garage at this place.



TELEPORTALS 8.0.X. FOR GTA V

Page 9

NEW SINCE VERSION 7: VEHICLE PORTALS

Leaving the underground garage...

You will leave at the speed you entered the other portal.



Troubleshooting:

Problem: *I drive into a Portal but I have lost my car/bike when I come out at the other end.*

Answer: Is there an obstacle behind the entry Portal (a wall for example)? You drove too fast into the Portal, crashed and flew out of the window (or from the bike) while the Screen was black. Simply don't drive too fast into a Portal.

NEW SINCE VERSION 7: EXIT HEADING

Another new feature was introduced with V7, which is the **exit heading**. That means, if you come out at the other end you face a certain direction. This can be set in the Teleportals configuration.

```
<TeleportalSet>
  <DisplayTextEndpoint1>Vehicle entrance</DisplayTextEndpoint1>
  <DisplayTextEndpoint2>Exit</DisplayTextEndpoint2>
  <Enabled>true</Enabled>
  <Endpoint1X>-511.65213</Endpoint1X>
  <Endpoint1Y>-2197.16016</Endpoint1Y>
  <Endpoint1Z>6.46296</Endpoint1Z>
  <Endpoint2X>947.7099</Endpoint2X>
  <Endpoint2Y>-2999.02979</Endpoint2Y>
  <Endpoint2Z>-47.57859</Endpoint2Z>
  <ExitHeading1>322</ExitHeading1>
  <ExitHeading2>270</ExitHeading2>
  <Name>Vehicle warehouse</Name>
  <Owner>public</Owner>
  <TeleportalType>Vehicle</TeleportalType>
</TeleportalSet>
```

You see that each of the portal of a TeleportalSet has its designated heading. Maybe it's a bit hard at first to get your head around this. I have done some mistakes myself. In this example you see that portal 1 has the display text "Vehicle entrance" but this is also the exit when you come from the other portal. So set the heading to the direction you wish to come **out** at.

NOTE: You don't have to set a heading. There are some portals where it doesn't matter which heading you face when you come out. In this case set the heading to -1. Newly created portals have a -1 heading by default.

```
<ExitHeading1>-1</ExitHeading1>
<ExitHeading2>270</ExitHeading2>
```

So if you wish to have a certain heading for a portal you have just created, you must set this manually by editing the TeleportalsConfig.xml

NEW SINCE VERSION 7: FIXED BUGS AND OPTIMIZED CODE

In V7 the configuration gets re-read before you create another portal. This is necessary because when you made some manual editings in-between the creation of two Teleportals, those edits were lost.

TELEPORTALS 8.0.X. FOR GTA V

Page 11

INSTALLATION INSTRUCTIONS

- You need a legal copy of GTA V at the latest patch level.
- If not already done install Alexander Blade's ScriptHookV <http://www.dev-c.com/gtav/scripthookv/>
- If not already done install the latest version of ScriptHookVDotNet 2 <https://github.com/crosire/scripthookvdotnet/releases>
- Open the Teleportals rar file and extract Teleportals.dll and VCommonFunctions.dll to the scripts folder of your GTA V installation.

HOW TO ADD ANOTHER TELEPORTAL

A Teleportal always consists of two endpoints, the one you step in and the one you arrive at. Do the following to create another Teleportal:

- Stand at the position where endpoint 1 should be.
- Press **Ctrl+1** (on the numbers row above the letters on your keyboard). You will see a message which tells you to go to the position where endpoint 2 should be.
- Stand at the position of endpoint 2 (the one you will arrive at after teleporting).
- Press **Ctrl+2**

In case you get second thoughts after you pressed Ctrl+1 you can simply press **Ctrl+3** to abort the creation process.

- Go to the desktop and head over to "Documents\Rockstar Games\GTA V\ModSettings"
- You will see a file named „TeleportalsConfig.xml“. Open it with any editor. I recommend you install Notepad++ as it provides syntax highlighting and it's free of charge.
<https://notepad-plus-plus.org/download/v7.2.2.html>

Please continue to the next page.

TELEPORTALS 8.0.X. FOR GTA V

Scroll down to the very bottom. This is where your last created Teleportal appears. You will see something like this:

```
<TeleportalSet>
  <DisplayTextEndpoint1>Aunt Denise</DisplayTextEndpoint1>
  <DisplayTextEndpoint2>Franklin's mansion</DisplayTextEndpoint2>
  <Enabled>true</Enabled>
  <Endpoint1X>8.95</Endpoint1X>
  <Endpoint1Y>535.35</Endpoint1Y>
  <Endpoint1Z>170.62</Endpoint1Z>
  <Endpoint2X>-14.8794527</Endpoint2X>
  <Endpoint2Y>-1427.33813</Endpoint2Y>
  <Endpoint2Z>31.1014767</Endpoint2Z>
  <ExitHeading1>40</ExitHeading1>
  <ExitHeading2>232</ExitHeading2>
  <Name>Franklin - Aunt Denise's house</Name>
  <Owner>Franklin</Owner>
  <TeleportalType>Ped</TeleportalType>
</TeleportalSet>
```

There are many more lines in the configuration but what you see in this excerpt is the data for one Teleportal. It always begins with `<TeleporterSet>` and ends with `</TeleporterSet>` (note the slash before the T).

What you need to do here is to give this set some reasonable text information.

- Inside the `<DisplayTextEndpoint1>` tags you just see a dot. Replace that with the target location. This is the text you will see above the portal.
- The same goes for `<DisplayTextEndpoint2>` but for the other location .
- Inside the `<Name>` tags write something which gives you a hint about which Teleportal this is for. For instance you could write [Maze bank tower, helicopter deck](#). This one is completely up to you as this text is not processed in any way by the code. Just do NOT use `<`, `>` or `/` as these are formatting symbols for the XML file.
- Inside the `<Owner></Owner>` tag write the first name of the character which this Teleportal set is allowed for (Franklin, Michael, Trevor) or insert "public" (without quotation marks) if this Teleportal is meant for everyone.
You must use exactly these names or the access to the Teleportal will be denied!
- Inside the ExitHeading tags write the heading which you character or the vehicle is supposed to face when it comes out of this portal. You can retrieve the heading with the help of certain Trainers. I use sjaak327's Simple Trainer and enable "Display Coordinates".
- Save once you're done.
- If you don't want to create other portals you must press the ReloadConfiguration key (default is Ctrl+4) now. This reloads the configuration with your changed settings.

Your newly created Teleportal shows proper texts on top of the portals now.

TELEPORTALS 8.0.X. FOR GTA V

What else you can do in TeleportalsConfig.xml

Just rummage through all the entries. They are pretty self-explanatory. You can set

- the colors for inactive portals (default is 0,0,0 (which is black)),
- the color for the active portal (default is 255,255,0 (which is yellow)),
- deactivate or activate any Teleportal,
(`<Enabled>true</Enabled>` or `<Enabled>>false</Enabled>`)
- and you can modify all keyboard settings for this mod. A single keyboard setting is placed inside a KeyContainer. Each KeyContainer consists of the following tags:
`<d2p1:Alt>`, `<d2p1:Ctrl>`, `<d2p1:Key>`, `<d2p1:Name>`, `<d2p1:Shift>`
Set either of Alt, Ctrl or Shift to true or false (any combination allowed).
The key tag contains the main key (D1, D2 and D3 represent the number keys above the letters). For a complete list of valid key names visit
[https://msdn.microsoft.com/en-us/library/system.windows.forms.keys\(v=vs.110\).aspx](https://msdn.microsoft.com/en-us/library/system.windows.forms.keys(v=vs.110).aspx)

IMPORTANT NOTE! Never ever touch the entry inside the name tag of a key container! This one is used by the code to find the key needed for a certain operation.
Also **never touch the Version tag!** If you change any of these, the Teleportals mod will cease to function!