

A guide to the quantum physics mode for barotrauma

Stationary Teleporters

Setup: The first memory component indicates the teleporter's name, and is how you will identify which teleporter you wish to teleport to. Each teleporter needs a unique value otherwise you may not teleport to the expected spot.

The second memory component indicates the destination of the teleporter. If another teleporter has a name equal to this value upon activation of the teleporter you (and all characters nearby) will be teleported to the location of the teleporter with that name

To activate a teleporter simply send a signal to the activate connection in the wiring panel.

The image shows two screenshots of the Barotrauma configuration interface, specifically the 'MEMORYCOMPONENT' settings for stationary teleporters. The first screenshot is labeled 'Name' in red text. It shows a 'Max Value Length' of 200, a 'Value' of 2, and checkboxes for 'Writeable' (checked), 'Can Be Picked' (unchecked), and 'Allow In-Game Editing' (checked). The 'Picking Time' is set to 0.0. The second screenshot is labeled 'Destination' in red text. It shows a 'Max Value Length' of 200, a 'Value' of 1, and checkboxes for 'Writeable' (checked) and 'Can Be Picked' (unchecked). The 'Picking Time' is set to 0.0. Both screenshots show a 'Msg' field at the bottom.

Name

MEMORYCOMPONENT

Max Value Length: 200

Value: 2

☒ Writeable

Picking Time: 0.0

☐ Can Be Picked

☒ Allow In-Game Editing

Msg:

Destination

MEMORYCOMPONENT

Max Value Length: 200

Value: 1

☒ Writeable

Picking Time: 0.0

☐ Can Be Picked

Portable Teleporters:

There are two modes for portable teleporters, which one is being used is determined by server admins (or the player if they are playing singleplayer) with the console (F3 to bring it up).

Mode 1 (the default mode): teleports the user to a destination (defaults to their spawn point).

The destination can be set by putting the portable teleporter into a stationary teleporter.

Mode 2: teleports the user to their cursor

To change between the two modes use the console command:

lua TELEPORT_TO_CURSOR = true

to set portable teleporters to mode 2, and

lua TELEPORT_TO_CURSOR = false

to set them to mode 1 (note for both commands if playing in singleplayer lua should be replaced with cl_lua) (also note that the mode goes back to mode 1 after quitting the game and reloading the save/server)