Append to z.cpp or use where you want..:

```
void z_Teleport_Enter_Random_ID::Created(GameObject *obj)
{
 RandomT = Commands->Get_Random_Int(1,4);
 enablemsg = Get_Int_Parameter("EnableMessage");
 disablemsg = Get_Int_Parameter("DisableMessage");
 id1 = Get_Int_Parameter("ID1");
 id2 = Get_Int_Parameter("ID2");
 id3 = Get_Int_Parameter("ID3");
 id4 = Get_Int_Parameter("ID4");
 GotoObject1 = Commands->Find_Object(id1);
 GotoObject2 = Commands->Find_Object(id2);
 GotoObject3 = Commands->Find_Object(id3);
 GotoObject4 = Commands->Find_Object(id4);
 loc1 = Commands->Get_Position(GotoObject1);
 loc2 = Commands->Get_Position(GotoObject2);
 loc3 = Commands->Get_Position(GotoObject3);
 loc4 = Commands->Get_Position(GotoObject4);

 if (Get_Int_Parameter("Start_Enabled"))
 {
  Teleport = true;
 }
 else Teleport = false;
}
void z_Teleport_Enter_Random_ID::Entered(GameObject *obj, GameObject *enter)
{
 team = Commands->Get_Player_Type(enter);
 if (Teleport)
 {
  if (team == Get_Int_Parameter("Team"))
  {
   if (RandomT == 1)
   {
    Commands->Set_Position(enter,loc1);
   }
   if (RandomT == 2)
   {
    Commands->Set_Position(enter,loc2);
   }
   if (RandomT == 3)
   {
```

```
    Commands->Set_Position(enter,loc3);
   }
   if (RandomT == 4)
   {
    Commands->Set_Position(enter,loc4);
   }
  }
 }
}
void z_Teleport_Enter_Random_ID::Custom(GameObject *obj, int message, int param,
GameObject *sender)
{
 if (message == enablemsg)
 {
  Teleport = true;
 }
 if (message == disablemsg)
 {
  Teleport = false;
 }
}
ScriptRegistrant<z_Teleport_Enter_Random_ID>
z_Teleport_Enter_Random_ID_Registrant("z_Teleport_Enter_Random_ID","Team=0:int,Start_En
abled=1:int,EnableMessage=1000:int,DisableMessage=2000:int,ID1=123:int,ID2=123:int,ID3=123
:int,ID4=123:int");
```

Append to z.h or use where you want..:

```
class z_Teleport_Enter_Random_ID : public ScriptImpClass {
 void Created(GameObject *obj);
 void Entered(GameObject *obj,GameObject *enter);
 void Custom(GameObject *obj,int message,int param,GameObject *sender);
 bool Teleport;
 int RandomT;
 int team;
 int id1;
 int id2;
 int id3;
 int id4;
 int enablemsg;
 int disablemsg;
 GameObject *GotoObject1;
 GameObject *GotoObject2;
 GameObject *GotoObject3;
 GameObject *GotoObject4;
 Vector3 loc1;
```

```
 Vector3 loc2;
 Vector3 loc3;
 Vector3 loc4;
};
```