PORTALS

Game: Red Dead Redemption 2

Platform: Windows

Mod Type: Script
Author: Const96b

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By **Const96b**

REQUIREMENTS

- Alexander Blade's ScriptHookRDR2

INSTALLATION INSTRUCTIONS

- Install all the required files

- Extract **Portals.asi** and **Portals folder** in to your game's main folder (where RDR2.exe is located at)

- Done!

HOW TO USE

If you want to create a new portal then you can do it in-game. Press CTRL + T to start the portal creation. Then you will be asked to press T to confirm the player's current location as the position of the first portal and later the second portal. Each time you will need to set a title for the portal (or add space as a title to ignore it).

Finally, you will have to set a name for the file in which the portal will be saved under the **Portals** folder.

By **Const96b**

DESCRIPTION

Portals is a simple mod which allows users to create their own teleports similar to Rockstar's. The major benefit of this script is that each teleport can be seen in the game world as a marker on the ground.

By Const96b

CREDITS

- alloc8or for his contributions to the modding community and specifically for providing an up to date native database

- This mod was requested from the Nexus mods user: zick1999

SUPPORT MY WORK

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