

idDynamicEntity

An entity that consists of various objects not connected to the level geometry.

Usage

```
entity {
  entityDef example_func_dynamic {
    inherit = "func/dynamic";
    class = "idDynamicEntity";
    expandInheritance = false;
    poolCount = 0;
    poolGranularity = 2;
    networkReplicated = false;
    disableAIPooling = false;
    edit = {
      spawnPosition = { // Be sure to set its spawn position
        x = 1;
        y = 1;
        z = 1;
      }
      spawnOrientation = { // Be sure to set its rotation
        mat = {
          mat[0] = {
            x = 1;
            y = 0;
          }
          mat[1] = {
            x = 0;
            y = 1;
          }
        }
      }
      flags = {
        hide = false; // Set to true to hide the object
      }
    }
  }
}
```

```

renderModelInfo = { // The visible model
  model = ""; // If set to NULL, then the object will be invisible
}
clipModelInfo = { // The physical dimensions
  clipModelName = ""; // If set to NULL, then you can move right through the object
}
}
}

```

Example

This is an example of an energy barrier that would commonly be used to lock the player in an arena.

```

entity {
  entityDef example_energy_barrier {
    inherit = "func/dynamic";
    class = "idDynamicEntity";
    expandInheritance = false;
    poolCount = 0;
    poolGranularity = 2;
    networkReplicated = false;
    disableAIPooling = false;
    edit = {
      spawnPosition = { // Be sure to set its spawn position
        x = 1;
        y = 1;
        z = 1;
      }
      spawnOrientation = { // Be sure to set its rotation
        mat = {
          mat[0] = {
            x = 1;
            y = 0;
          }
          mat[1] = {
            x = 0;
            y = 1;
          }
        }
      }
    }
  }
}

```

```

    }
}

flags = {
    hide = false;
}

renderModelInfo = {
    model = "art/gameplay/gameplay_energyBarrier_a.lwo";
    scale = {
        x = 1.2;
        y = 1.2;
        z = 1.2;
    }
}

clipModelInfo = {
    clipModelName = "art/gameplay/gameplay_energyBarrier_b.lwo";
}
}
}

```

Simply activating the entity can toggle its hide flag.

See Also

[activateTarget](#)

[idTarget_Count \(Relays\)](#)

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