

idEncounterTrigger_Commit

An entity used to trigger an encounter manager

Usage

```
entity {
  entityDef example_trigger_commit {
    inherit = "encounter/trigger/commit";
    class = "idEncounterTrigger_Commit";
    expandInheritance = false;
    poolCount = 0;
    poolGranularity = 2;
    networkReplicated = false;
    disableAIPooling = false;
    edit = {
      triggerOnce = false;
      spawnPosition = { // Be sure to set spawn position
        x = 1;
        y = 1;
        z = 1;
      }
      renderModelInfo = {
        model = NULL;
      }
      clipModelInfo = { // Be sure to set trigger dimensions
        clipModelName = NULL;
      }
    }
  }
}
```

Simply entering the trigger's volume will trigger the encounter manager if it has this entity added to it in the **commitTriggers** section.

See Also

idEncounterManager

idEncounterTrigger_Exit

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