

# idPlayerStart

An entity that defines the spawn position for players.

## Single Player

```
entity {
  entityDef initial_player_start_1 {
    class = "idPlayerStart";
    expandInheritance = false;
    poolCount = 0;
    poolGranularity = 2;
    networkReplicated = false;
    disableAIPooling = false;
    edit = {
      flags = {
        noFlood = true;
      }
      spawnPosition = {
        x = 1;
        y = 1;
        z = 1;
      }
      spawnOrientation = {
        mat = {
          mat[0] = {
            x = 0;
            y = 1;
          }
          mat[1] = {
            x = -1;
            y = 0;
          }
        }
      }
      targets = {
        num = 1;
```

```

    []item[0] = "some_post_checkpoint_relay"; // optional, trigger these entities when a checkpoint
using this spawn is loaded.
    []}

    []}
}
}

```

## Multiplayer - Slayer

---

```

entity {
    []entityDef game_online_battle_arena_player_start_1 {
        []class = "idPlayerStart";
        []expandInheritance = false;
        []poolCount = 0;
        []poolGranularity = 2;
        []networkReplicated = true;
        []disableAIPooling = false;
        []edit = {
            []spawnPosition = {
                [][]x = 1;
                [][]y = 1;
                [][]z = 1;
            []}
            []spawnOrientation = {
                [][]mat = {
                    [][]mat[0] = {
                        [][]x = 0;
                        [][]y = 1;
                    []}
                    [][]mat[1] = {
                        [][]x = -1;
                        [][]y = 0;
                    []}
                []}
            []}
            []team = "TEAM_ONE";
            respawnOnly = false; // can slayer players respawn in this location
        }
    }
}

```

```
}  
}  
}
```

## Multiplayer - Demon

---

```
entity {  
    entityDef game_online_battle_arena_demon_start_1 {  
        class = "idDemonPlayerStart";  
        expandInheritance = false;  
        poolCount = 0;  
        poolGranularity = 2;  
        networkReplicated = true;  
        disableAIPooling = false;  
        edit = {  
            spawnPosition = {  
                x = 1;  
                y = 1;  
                z = 1;  
            }  
            spawnOrientation = {  
                mat = {  
                    mat[0] = {  
                        x = 0;  
                        y = 1;  
                    }  
                    mat[1] = {  
                        x = -1;  
                        y = 0;  
                    }  
                }  
            }  
            team = "TEAM_TWO";  
            respawnOnly = false; // can demon players respawn in this location  
        }  
    }  
}
```