

idProp_Coop

An entity that can create a physical obstruction for all players.

Usage

```
entity {
  entityDef prop_barrier_1 {
    class = "idProp_Coop";
    expandInheritance = false;
    poolCount = 0;
    poolGranularity = 2;
    networkReplicated = false;
    disableAIPooling = false;
    edit = {
      spawnPosition = {
        x = 1;
        y = 1;
        z = 1;
      }
      spawnOrientation = {
        mat = {
          mat[0] = {
            x = 0;
            y = -1;
            z = 0;
          }
          mat[1] = {
            x = 1;
            y = 0;
            z = 0;
          }
          mat[2] = {
            x = 0;
            y = 0;
            z = 1;
          }
        }
      }
    }
  }
}
```

```

    }
    renderModelInfo = {
        model = "art/gameplay/gameplay_energyBarrier_a.lwo"; // render model can be set to "NULL" to
        create an invisible barrier
        scale = {
            x = 1;
            y = 1;
            z = 1;
        }
    }
    clipModelInfo = {
        clipModelName = NULL;
        type = "CLIPMODEL_BOX";
        size = {
            x = 1;
            y = 1;
            z = 1;
        }
        contentsFilter = {
            playerClip = false;
        }
        forceObstacle = true;
    }
    showOnStart = true;
    isSolid = true;
    forceContentSolidOnSpawn = true;
}
}

```

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