

# idTrigger\_Push

An entity that moves players inside of it.

```
entity {
    entityDef game_trigger_push_1 {
        class = "idTrigger_Push";
        expandInheritance = false;
        poolCount = 0;
        poolGranularity = 2;
        networkReplicated = false;
        disableAIPooling = false;
        edit = {
            removeFlag = "RMV_CHECKPOINT_ALLOW_MS";
            triggerOnce = false;
            pushForce = 8;
            clearExistingVelocity = true;
            constantVelocity = true;
            isActive = true;
            pushDirection = {
                x = 1;
                y = 0;
                z = 0;
            }
            renderModelInfo = {
                model = NULL;
            }
            clipModelInfo = {
                clipModelName = NULL;
                type = "CLIPMODEL_BOX";
                size = { // how large of an area the effect encompasses.
                    x = 1;
                    y = 1;
                    z = 1;
                }
            }
        }
    }
}
```

```
    }  
    spawnPosition = {  
        x = 88;  
        y = 60;  
        z = 18;  
    }  
    wait = 1;  
    playerCanActivate = true; // whether or not to push a slayer.  
    demonPlayerCanActivate = true;  
    deadAiCanActivate = false;  
}  
  
}  
  
}
```

For a demonstration, a vanilla example can be seen by [loading into a battlemode map](#) as a demon and walking into a portal.

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Revision #2

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