

idTrigger

An entity that will trigger its listed targets when used.

Usage

```
entity {
    entityDef mod_trigger_1 {
        inherit = "trigger/trigger";
        class = "idTrigger";
        expandInheritance = false;
        poolCount = 0;
        poolGranularity = 2;
        networkReplicated = false;
        disableAIPooling = false;
        edit = {
            removeFlag = "RMV_NEVER";
            spawnPosition = {
                x = 1;
                z = 1;
                y = 1;
            }
            renderModelInfo = {
                model = NULL;
                scale = {
                    x = 1;
                    y = 1;
                    z = 1;
                }
            }
            clipModelInfo = {
                clipModelName = "";
                type = "CLIPMODEL_CYLINDER";
                size = {
                    x = 1;
                    y = 1;
                    z = 1;
                }
            }
        }
    }
}
```

```

    }

    {}

    {}targets = { // list of entities to be triggered
    {}hum = 1;
    {}item[0] = "mod_target_1";
    {}
    {}wait = 0; // Seconds to wait before this idTrigger can be retriggered.
    {}waitDelta = 0; // Additional seconds added to the wait value with each trigger. This is
    cumulative.
    {}waitMin = 0; // Minimum seconds the wait period can become if using waitDelta.
    {}waitMax = 0; // Maximum seconds the wait period can become if using waitDelta.
    {}delay = 0; // Delay, in seconds, between activating this idTrigger and when it activates its
    targets.
    {}triggerOnce = true; // If true, will only trigger its targets once.
    {}triggerFirst = true; // If true, this entity must be activate before it can be used.
    {}triggerOnEnter = true; // If true, it will only activate its targets when entering the
    trigger.
    {}triggerOnExit = false; // If true, it will only activate its targets when exiting the
    trigger.
    {}aiCanActivate = false; // If true, ai can activate this idTrigger.
    {}demonPlayerCanActivate = false; // If true, any demon players can activate.
    {}clientCanActivate = false; // If true, can be activated on client.
    {}
    }
}

```

The **spawnPosition** and **clipModelInfo** determine the physical location that the player has to walk into to activate the **idTrigger**. Alternatively, the **idTrigger** can also be activated by another entity or

eventCall.

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