

Bounce Pads

Dynamic Entity (Backer)

```
entity {
  [entityDef invasion_bouncepad_back_1 {
    [inherit = "func/dynamic";
    [class = "idDynamicEntity";
    [expandInheritance = false;
    [poolCount = 0;
    [poolGranularity = 2;
    [networkReplicated = false;
    [disableAIPooling = false;
    [edit = {
      [spawnPosition = { // Set the position roughly -0.2 (on the z axis) behind the emitter FX
        [x = -11.11;
        [y = -11.11;
        [z = -11.11;
      ]
      [spawnOrientation = { // Backer should be laying on the ground
        [mat = {
          [mat[0] = {
            [x = 0.707107;
            [y = -0.707107;
            [z = 0;
          ]
          [mat[1] = {
            [x = 0.707107;
            [y = 0.707107;
            [z = 0;
          ]
          [mat[2] = {
            [x = 0;
            [y = 0;
            [z = 1;
          ]
        ]
      ]
    ]
  ]
}
```

```

    }
}

renderModelInfo = {
    model = "art/kit/hell/bridge/bridge_archPillar_a_divider.lwo";
    scale = { // Do not change the scale, it will break collision
        x = 0.66;
        y = 0.66;
        z = 0.5;
    }
}

clipModelInfo = {
    clipModelName = "art/kit/hell/bridge/bridge_archPillar_a_divider.lwo"; // Adds collision
}
}
}

```

Emitter FX (Slayer Team)

```

entity {
    layers {
        "game/pvp/slayer_team" // Only the Slayer can see this FX
    }

    entityDef invasion_bouncepad_fx_slayer_1 {
        inherit = "func/fx";
        class = "idEntityFx";
        expandInheritance = false;
        poolCount = 0;
        poolGranularity = 2;
        networkReplicated = false;
        disableAIPooling = false;
        edit = {
            flags = {
                canBecomeDormant = true;
            }
            dormancy = {
                delay = 5;
                distance = 78.029007;
            }
        }
    }
}

```

```

    {}

    {}spawnPosition = { // Position should be identical to the FX on the demon team

    {}x = -11.11;
    {}y = -11.11;
    {}z = -11.11;
    {}

    {}fxEffect = "gameplay/invasion/bounce_pad_slayer"; // Emitter is red
    {}spawnOrientation = { // Orientation should not be changed

    {}mat = {
    {}{}mat[0] = {
    {}{}x = 1;
    {}{}y = 0;
    {}{}z = 0;
    {}{}
    {}{}mat[1] = {
    {}{}x = 0;
    {}{}y = 1;
    {}{}z = 0;
    {}{}
    {}{}mat[2] = {
    {}{}x = 0;
    {}{}y = 0;
    {}{}z = 1;
    {}{}
    {}{}
    {}{}
    {}{}
    {}renderModelInfo = {
    {}scale = {
    {}{}x = 1;
    {}{}y = 1;
    {}{}z = 1;
    {}{}
    {}{}
    {}{}
    {}
    {}
    {}
    }
    }

```

Emitter FX (Demon Team)

```

entity {
  layers {
    "game/pvp/demon_team" // Only Demon Players can see this FX
  }
  entityDef invasion_bouncepad_fx_slayer_1 {
    inherit = "func/fx";
    class = "idEntityFx";
    expandInheritance = false;
    poolCount = 0;
    poolGranularity = 2;
    networkReplicated = false;
    disableAIPooling = false;
    edit = {
      flags = {
        canBecomeDormant = true;
      }
      dormancy = {
        delay = 5;
        distance = 78.029007;
      }
      spawnPosition = { // Position should be identical to the FX on the slayer team
        x = -11.11;
        y = -11.11;
        z = -11.11;
      }
      automapPropertiesDecl = "invasion_bounce_demon";
      fxEffect = "gameplay/invasion/bounce_pad_demon"; // Emitter is purple
      spawnOrientation = { // Orientation should not be changed
        mat = {
          mat[0] = {
            x = 1;
            y = 0;
            z = 0;
          }
          mat[1] = {
            x = 0;
            y = 1;
            z = 0;
          }
        }
      }
    }
  }
}

```

```

    mat[2] = {
        x = 0;
        y = 0;
        z = 1;
    }
}

renderModelInfo = {
    scale = {
        x = 1;
        y = 1;
        z = 1;
    }
}
}
}

```

Bouncepad

```

entity {
    entityDef invasion_bouncepad_from_1 {
        inherit = "trigger/bounce_pad";
        class = "idTrigger_BouncePad";
        expandInheritance = false;
        poolCount = 0;
        poolGranularity = 2;
        networkReplicated = false;
        disableAIPooling = false;
        edit = {
            flags = {
                canBecomeDormant = true;
            }
            launchFX = "fx/bounce_pad/basic";
            spawnPosition = { // Position should be roughly +1 (z axis) above the FX
                x = -11.11;
                y = -11.11;
                z = -11.11;
            }
        }
    }
}

```

```

    }
    renderModelInfo = {
        model = NULL;
        scale = {
            x = 1;
            y = 1;
            z = 1;
        }
    }
    clipModelInfo = {
        clipModelName = "maps/game/sp/elm3_cult/elm3_cult/invasion_x_bouncepad_from_1";
        size = {
            x = 1.5;
            y = 1.5;
            z = 1;
        }
    }
    playerCanActivate = false; // Slayer cannot activate
    demonPlayerCanActivate = true; // Demon players can activate
    destination = "invasion_bouncepad_dest_1"; // Fly to this destination when activated
    launchSpeed = 32; // Speed demons will fly upwards
}
}
}

```

Destination

```

entity {
    layers {
        "game/pvp/demon_team" // Only demon players can be launched
    }
    entityDef invasion_bouncepad_dest_1 {
        inherit = "info/bounce_destination";
        class = "idInfo_BounceDestination";
        expandInheritance = false;
        poolCount = 0;
        poolGranularity = 2;
        networkReplicated = false;
        disableAIPooling = false;
    }
}

```

```

edit = {
  spawnPosition = { // Increase z axis position close to the destination
    x = -11.11;
    y = -11.11;
    z = -11.11;
  }
  spawnOrientation = { // Orientation does not matter
    mat = {
      mat[0] = {
        x = 1;
        y = 0;
        z = 0;
      }
      mat[1] = {
        x = 0;
        y = 1;
        z = 0;
      }
      mat[2] = {
        x = 0;
        y = 0;
        z = 1;
      }
    }
  }
  renderModelInfo = {
    scale = {
      x = 1;
      y = 1;
      z = 1;
    }
  }
}

```