Doom 2016 Modding

Information specific to modding DOOM (2016).

- **Entities (2016)**
  - **Entities List (Doom 2016)**
  - **idTarget_Command**
  - **idTarget_Remove**
  - **idTarget_Hide**
  - **idTarget_Show**
  - **idTarget_Spawn**
  - **idTarget_Teleport**
  - **idTrigger**
  - **idResurrectionProxy**
  - **idSummoningTemplate**
  - **idVolume_PlayerEnvOverride**
- **Event Calls (2016)**

    - **spawnSummoner**

- **EntityDef/AI (2016)**

Entities (2016)

A description of various entities that shape the level.

Entities List (Doom 2016)

A complete list of every entity class in Doom 2016:

```
idAASObstacle
idAASReachability
idAbnormalPlayerMetrics
idActionNode
idActor
idActorAmbientFilter
idActorWorkNode
idAFEntity_Corpse
idAFEntity_Dummy
idAFEntity_Generic
idAI2
idAIAASHint
idAICombatHint
idAICombatHint_SuppressionFirePoint
idAIConductor
idAIConductor_Coop
idAIDeathVolume
idAIDebugCamera
idAIHint
idAIHintGroup
idAIInteraction
idAISearchHintAnimation
idAISearchHintAuto
idAISearchHintGroup
idAITest
idAITest_Rotation
idAlignedEntity
idAmbientTriggerModifier_SetAITypes
idAnimated
idAnimated_AnimWeb
idAnimated_AnimWeb_Coop
idAnimated_AnimWeb_Samuel
idAnimated_DemonicBait
```

idAnimated_DemonicEcho

idAnimated_SMM_Pillar

idAnimated_ThreatSensor

idAnimatedAttachment

idAnimatedAttachment_AF

idAnimatedEntity

idAnimatedInteractable

idAnimCamera

idAnimNode

idAnnouncementManager

idArcadeScoreBonus

idARTarget_Info

idAutoMapEntity

idAutoMapManager

idBarricade

idBasePropSpawner

idBecomeDemonPropSpawner

idBFG_Geyser

idBfgBurn

idBillboard

idBinaryAnimation

idBinaryModel

idBotActionEntity

idBotActionEntity_Info

idBotActionEntity_Info_POI

idBotActionEntity_Info_RoamGoal

idBotActionEntity_Usable

idBotPathNodeEntity

idBreakable

idBreakablePlatform

idBuildArea

idCamera

idCameraView

idChargeballComponentManager

idChargeballGoal

idChargeballGoalCamera

idChargeballPickup

idChargeballPlayerStart

idChargeballSpawner

idCinematicCamera

idClothEntity

idCollisionStreamArea

idCombatGrouping

idCombatVolume

idCoopStartingInventory

idCorpse

idCorpseManager

idCoverBlocker

idCyberdemonMissileShooter

idDamageableEntity

idDamageableTower

idDeathmatchPlayerStart

idDebrisEntity

idDecalEntity

idDemonicChainGrappleInfo

idDemonPlayer

idDemonPlayer_Baron

idDemonPlayer_Cacodemon

idDemonPlayer_Harvester

idDemonPlayer_Mancubus

idDemonPlayer_Pinky

idDemonPlayer_Prowler

idDemonPlayer_Revenant

idDemonPlayer_Summoner

idDemonPlayerStart

idDesignSystems_AnimatedBlocker

idDesignSystems_Beacon

idDesignSystems_Checkpoint

idDesignSystems_ControlBox

idDesignSystems_Door

idDesignSystems_Elevator

idDesignSystems_ForceFieldGate

idDesignSystems_GuiDisplay

idDesignSystems_HackBox

idDesignSystems_HandScanner

idDesignSystems_LevelTransitionStation

idDesignSystems_LootBox

idDesignSystems_NarrativeTable

idDesignSystems_PowerCell

idDesignSystems_Receptacle

idDesignSystems_ResupplyStation

idDesignSystems_SaveStation

idDesignSystems_SecurityUnlockStation

idDesignSystems_Turret

idDesignSystems_UpgradeStation

idDesignSystems_VirtualGUI

idDesignSystemsEntity

idDestroyableProp

idDynamicEntity

idDynamicEntity_Damageable

idDynamicSnapMapEntity

idDynamicStampEntity

idDynamicStampEntity_Coop

idDynamicVisibilityBlocker

idDynamicWaterEntity

idEditorModelEntity

idElectricBoltEmitter

idEncounterAmbientAudio

idEncounterGroupMgr

idEncounterManager

idEncounterModifier_Reset

idEncounterModifier_SetEnabledState

idEncounterModifier_SetNextScriptIndex

idEncounterTrigger_AmbientAIAudio

idEncounterTrigger_Commit

idEncounterTrigger_Exit

idEncounterTrigger_OverrideCombatGrouping

idEncounterTrigger_PreCombat

idEncounterTrigger_RaiseUserFlag

idEncounterVolume_ValidCover

idEntity_Safehouse_Location

idEntityCamera

idEntityFog

idEntityFx

idEntityFxRandom

idEntityImposter

idEnvArea

idEnvironmentalDamage_Hurt_Trigger

idEnvironmentalDamage_Point

idEnvironmentalDamage_PointManager_Trigger

idFlightVolumeTraversalSpline

idFoliage

idFreeCamera

idFuncCloth

idFuncRotate

idFuncShadowCaster

idFuncSwing

idGameChallenge

idGameChallenge_Bloodthirst

idGameChallenge_CampaignSinglePlayer

idGameChallenge_Chargeball

idGameChallenge_ClanArena

idGameChallenge_Conveyor

idGameChallenge_Coop

idGameChallenge_Coop_HudInfo

idGameChallenge_Coop_Variables

idGameChallenge_Domination

idGameChallenge_DoubleHelix

idGameChallenge_Elimination

idGameChallenge_FFA

idGameChallenge_FlagMode

idGameChallenge_FreezeTag

idGameChallenge_Possession

idGameChallenge_PVP

idGameChallenge_SafeHouse

idGameChallenge_Sector

idGameChallenge_TDM

idGameSystems_Manager_ContainerEntity

idGlass

idGlobalDataComponent

idGodRays

idGoreEntity

idGuiEntity

idGuiEntityCinematic

idGuiEntityCinematicWide

idGuiEntityCounter

idGuiEntityStatic

idHologram

idInfluenceSpawnSettings

idInfo

idInfo_BounceDestination

idInfo_DoorTraversalChain

idInfo_GatedTraversalChain

idInfo_GatedTraversalSet

idInfo_SpawnConditionProxy

idInfo_TeleportDestination

idInfo_TraversalChain

idInfo_TraversalPoint

idInfo_Trigger_Facing_Target

idInfo_UniversalTraversal

idInfoAAS

idInfoAmbient

idInfoBounds

idInfoCloudShot

idInfoCover

idInfoCoverExposed

idInfoDebugMapName

idInfoDebugMarker

idInfoDebugText

idInfoExportHint

idInfoFlightVolumeEntrance

idInfoFocus

idInfoGoalPosition

idInfoLevelFadeIn

idInfoLookTarget

idInfoLookTargetGroup

idInfoOrbit

idInfoPath

idInfoPlayerHud

idInformationEntity

idInfoRoam

idInfoRuler

idInfoSpawnPoint

idInfoSplineChild

idInfoTexLod

idInfoTraversal

idInfoTraversalEndPoint

idInfoWaitForButtonAfterLoad

idInteractable

idInteractable_EliteGuard

idInteractable_EliteGuard_Coop

idInteractable_GiveItems

idInteractable_LootCrate

idInteractable_LootDrop

idInteractable_Minigame

idInteractable_Moveable

idInteractable_NightmareMarker

idInteractable_Obstacle

idInteractable_Obstacle_SnapDoor

idInteractable_PowerCoreReceptacle

idInteractable_Tutorial

idInteractable_VegaTraining

idInteractable_WeaponModBot

idInteractable_WorldCache

idInteractionCamera

idInventoryStorage

idItemPropSpawner

idJostleAnimated

idJostleSpring

idJostleSwivel

idLaserHazard

idLensFlare

idLight

idLoot_Blocker

idLoot_ItemCase

idLowGravityMover

idMapSpecificUnlockables

idMover

idMoverModifier

idMultiplayerTrigger

idNarrative_Interactable

idNarrativeDirector

idNavSplinePath

idNetworkedEntityFx

idNetworkedParticleEmitter

idObjective_Relay

idOverTheShoulderCamera

idParticleEmitter

idPathCorner

idPerceptionVolume

idPieceEmitter

idPlaceableSnapAIEncounter

idPlayer

idPlayerStart

idPortalSurface

idPortalWorld

idPowerLine

idProjectile

idProjectile_AutoTurret

idProjectile_BfgArc

idProjectile_BfgBurn

idProjectile_Boomerang

idProjectile_CacoDemonRocket

idProjectile_Chargeball

idProjectile_CyberdemonSwarmMissile

idProjectile_DamageOverTime

idProjectile_DeployedLaser

idProjectile_Dispenser

idProjectile_Drone

idProjectile_EMP

idProjectile_GBF

idProjectile_Grenade

idProjectile_Grenade_DemonControl

idProjectile_GroundDeploy

idProjectile_GuardBoulder

idProjectile_HarvesterDetonateBall

idProjectile_Nanobore

idProjectile_PersonalTeleporter

idProjectile_PlasmaPuddle

idProjectile_Proximity_Mine

idProjectile_Rocket

idProjectile_RocketBounce

idProjectile_SiphonGrenade

idProjectile_Slicer

idProjectile_StealthField

idProjectile_StrikerGrenade

idProjectile_SwarmMissile

idProjectile_SwarmMissile_V2

idProjectile_ThreatSensor

idProp

idProp_AIArmor

idProp_ArmorPickup

idProp_Breakable

idProp_BreakableLoot

idProp_ContinuallyUsed

idProp_Conveyor_ControlPoint

idProp_Coop

idProp_Coop_Billboard

idProp_DemonCircle

idProp_Domination_ControlPoint

idProp_DoubleHelix_CapturePoint

idProp_DoubleHelix_Flag

idProp_ElectricArmor

idProp_Explosive

idProp_FlagMode_CapturePoint

idProp_FlagMode_Flag

idProp_HealthPickup

idProp_Loot

idProp_Moveable

idProp_OnlineCollectible

idProp_Pickup

idProp_PlayableDemonCircle

idProp_PowerCell

idProp_Sector_ControlPoint

idProp_Spawnable

idProp_Static

idProp_Usable

idProp_WeaponPickup

idProp_WeaponStatic

idProp2

idQuestNavSplinePath

idRailSplinePath

idRailTurret

idRandomLoot

idReferenceMap

idRegenArea

idResurrectionProxy

idRibbonEmitter

idRiftBuildPosition

idRotatableCamera

idSlowMotionCamera

idSnapAmmoPickup

idSnapBackpackPickup

idSnapDroppable

idSnapEvent

idSnapEvent_MiniBoss

idSnapEvent_Survive

idSnapEvent_WaveBattle

idSnapFilter

idSnapFilter_AI

idSnapFilter_Bool

idSnapFilter_CachedEntity

idSnapFilter_Droppable

idSnapFilter_Equipment

idSnapFilter_Module

idSnapFilter_Player

idSnapFilter_Race

idSnapFilter_Team

idSnapFilter_UserFilter

idSnapFilter_Volume

idSnapFilter_Weapon

idSnapGuiEntity

idSnapInspectCameraHint

idSnapItemHint

idSnapMapAction

idSnapMapAction_AI_SetMod

idSnapMapAction_AI_SetStaggerEnabled

idSnapMapAction_AIConductor_ClearSpawnQueue

idSnapMapAction_AIDifficulty

idSnapMapAction_AssignToTeam

idSnapMapAction_BoolVar_Set

idSnapMapAction_BoolVar_Test

idSnapMapAction_BoolVar_Toggle

idSnapMapAction_CachedEntityVar_Operation

idSnapMapAction_Camera_ActivateCamera

idSnapMapAction_Camera_DeactivateCamera

idSnapMapAction_Camera_FadeCamera

idSnapMapAction_Camera_FadeFromToCamera

idSnapMapAction_Camera_SetEnvironment

idSnapMapAction_Camera_Shake

idSnapMapAction_ChangeRace
idSnapMapAction_CheckTriggerContents
idSnapMapAction_ColorVar_Channel_Operation
idSnapMapAction_ColorVar_Operation
idSnapMapAction_ComboStart_SetEnable
idSnapMapAction_CompleteMainObjective
idSnapMapAction_CompleteSubObjective
idSnapMapAction_Counter_Modify
idSnapMapAction_Counter_Reset
idSnapMapAction_Counter_Set
idSnapMapAction_CustomEventFire
idSnapMapAction_Damage
idSnapMapAction_Door_EndLockdown
idSnapMapAction_Door_StartLockdown
idSnapMapAction_Droppable_Remove
idSnapMapAction_Droppable_Reset
idSnapMapAction_Echo_Glitch
idSnapMapAction_Echo_Opacity
idSnapMapAction_Echo_Play
idSnapMapAction_Encounter_ApplyBuff
idSnapMapAction_Encounter_AssignTeam
idSnapMapAction_EndGame
idSnapMapAction_EndGame_Conditional
idSnapMapAction_Explodable_Explode
idSnapMapAction_FinishCountDown
idSnapMapAction_FinishEncounter
idSnapMapAction_FinishSnapEvent
idSnapMapAction_FollowPath
idSnapMapAction_Gate_SetA
idSnapMapAction_Gate_SetB
idSnapMapAction_Gate_Test
idSnapMapAction_GivePlayerScore
idSnapMapAction_GiveTeamScore
idSnapMapAction_Hazard_SetDamage
idSnapMapAction_Heal
idSnapMapAction_HealAI
idSnapMapAction_HideMainObjective
idSnapMapAction_HideObjective
idSnapMapAction_Incapacitate
idSnapMapAction_Interactable_SetEnable

idSnapMapAction_Interaction

idSnapMapAction_IntTest

idSnapMapAction_IntVar_Operation

idSnapMapAction_IntVar_Random

idSnapMapAction_Kill

idSnapMapAction_KillAI

idSnapMapAction_LaserHazard_SetOn

idSnapMapAction_Light_SetIntensity

idSnapMapAction_Light_SetOn

idSnapMapAction_LoadSubObjectiveProgress

idSnapMapAction_Logic_Fire

idSnapMapAction_Logic_ResetRandomRelayUsedList

idSnapMapAction_Logic_SetDelay

idSnapMapAction_Logic_SetRandomRelayActivateCount

idSnapMapAction_Logic_SwitchFire

idSnapMapAction_LootDropRestriction

idSnapMapAction_ModifyAmmo

idSnapMapAction_Module_AllowAicSpawn

idSnapMapAction_Module_EndLockDown

idSnapMapAction_Module_LockDown

idSnapMapAction_Module_SetEnvironment

idSnapMapAction_Mover_Start

idSnapMapAction_NumTest

idSnapMapAction_NumVar_Operation

idSnapMapAction_NumVar_Random

idSnapMapAction_PauseCountDown

idSnapMapAction_PlayCallout

idSnapMapAction_Player_DropCurrentWeapon

idSnapMapAction_Player_GiveDroppable

idSnapMapAction_Player_GiveItem

idSnapMapAction_Player_GivePowerup

idSnapMapAction_Player_GiveTakeAbility

idSnapMapAction_Player_Respawn

idSnapMapAction_Player_SaveApplyRestorePoint

idSnapMapAction_Player_TakeDroppable

idSnapMapAction_Player_TakeItem

idSnapMapAction_PlayerCamera_FadeCamera

idSnapMapAction_PlayerCamera_FadeFromToCamera

idSnapMapAction_PlayerCamera_SetEnvironment

idSnapMapAction_PlayerCamera_Shake

idSnapMapAction_PlayerInput_SetEnable

idSnapMapAction_PlayerLoadout_GiveLoadout

idSnapMapAction_PlayerLoadout_SetDemonSelection

idSnapMapAction_PlayerLoadout_SetMaxWeaponSlots

idSnapMapAction_PlayerResource_Operation

idSnapMapAction_PlayerResource_Spend

idSnapMapAction_PlayMusic

idSnapMapAction_PlaySpeaker

idSnapMapAction_PostEvent

idSnapMapAction_PowerCoreReceptacle_RespawnCell

idSnapMapAction_PowerCoreReceptacle_SetCoreColor

idSnapMapAction_Prop_EnableFX

idSnapMapAction_RemoveAI

idSnapMapAction_RemoveEntity

idSnapMapAction_RemovePOI

idSnapMapAction_Repeater_Stop

idSnapMapAction_Repeater_Toggle

idSnapMapAction_ResetAicModuleCooldown

idSnapMapAction_ResetCountDown

idSnapMapAction_ResourceTest

idSnapMapAction_Respawn

idSnapMapAction_Revive

idSnapMapAction_SaveSubObjectiveProgress

idSnapMapAction_Secret

idSnapMapAction_Sequencer_Reset

idSnapMapAction_Sequencer_SetSequenceNumber

idSnapMapAction_SetColor

idSnapMapAction_SetConductorSpawningPauseState

idSnapMapAction_SetCountDown

idSnapMapAction_SetLaunchDestination

idSnapMapAction_SetLaunchSpeed

idSnapMapAction_SetPlayerModifier

idSnapMapAction_SetPlayerScore

idSnapMapAction_SetPOI

idSnapMapAction_SetSubObjectiveProgress

idSnapMapAction_SetTeam

idSnapMapAction_SetTeamScore

idSnapMapAction_Settings_SetActive

idSnapMapAction_SetTriggerActivatable

idSnapMapAction_SetTriggerVisible

idSnapMapAction_ShowMainObjective

idSnapMapAction_ShowMessage

idSnapMapAction_ShowObjective

idSnapMapAction_ShowObjectiveCounter

idSnapMapAction_ShowObjectiveHealth

idSnapMapAction_ShowObjectiveResource

idSnapMapAction_ShowObjectiveTimer

idSnapMapAction_ShowSubObjective

idSnapMapAction_SpawnEncounter

idSnapMapAction_SpawnInhibit_SetEnable

idSnapMapAction_SpawnItem

idSnapMapAction_StartCountDown

idSnapMapAction_StartIterator

idSnapMapAction_StartSnapEvent

idSnapMapAction_StopCountDown

idSnapMapAction_StopMusic

idSnapMapAction_StopSpeaker

idSnapMapAction_StringTest

idSnapMapAction_StringVar_Build

idSnapMapAction_StringVar_Set

idSnapMapAction_TeamResource_Operation

idSnapMapAction_TeamResource_Spend

idSnapMapAction_Teleport

idSnapMapAction_Teleporter_SetEnable

idSnapMapAction_ToggleShowHide

idSnapMapAction_UpdateSpeaker

idSnapMapAction_Volume_EnableDisableTouch

idSnapMapCapEntity

idSnapMapCustomEvent

idSnapMapEntity_IntCompare

idSnapMapEntity_NumCompare

idSnapMapEntity_ResourceCompare

idSnapMapEntity_StringCompare

idSnapMapGameEntity_AI

idSnapMapGameEntity_AIDirector

idSnapMapGameEntity_BouncePad

idSnapMapGameEntity_BouncePadDestination

idSnapMapGameEntity_Callout

idSnapMapGameEntity_Camera

idSnapMapGameEntity_CodexMessage

idSnapMapGameEntity_ComboStart

idSnapMapGameEntity_ControlPoint

idSnapMapGameEntity_Encounter

idSnapMapGameEntity_EncounterList

idSnapMapGameEntity_EndGame

idSnapMapGameEntity_GameplaySettings

idSnapMapGameEntity_HUDSettings

idSnapMapGameEntity_ItemSpawnSettings

idSnapMapGameEntity_Level

idSnapMapGameEntity_Light

idSnapMapGameEntity_Message

idSnapMapGameEntity_Module

idSnapMapGameEntity_Music

idSnapMapGameEntity_NextMapSettings

idSnapMapGameEntity_Objective

idSnapMapGameEntity_ObjectiveSP

idSnapMapGameEntity_ObjectiveSub

idSnapMapGameEntity_Player

idSnapMapGameEntity_Player_Loadout

idSnapMapGameEntity_PlayerCamera

idSnapMapGameEntity_PlayerInput

idSnapMapGameEntity_ScoreSettings

idSnapMapGameEntity_SettingsBase

idSnapMapGameEntity_SnapPoiSettings

idSnapMapGameEntity_Spawner

idSnapMapGameEntity_Spawner_Ammo

idSnapMapGameEntity_Spawner_Backpack

idSnapMapGameEntity_Spawner_Droppable

idSnapMapGameEntity_Spawner_Fx

idSnapMapGameEntity_Speaker

idSnapMapGameEntity_Team

idSnapMapGameEntity_TeleporterDestination

idSnapMapGameEntity_TeleporterPad

idSnapMapGameEntity_TransmissionMessage

idSnapMapGameEntity_WorldText

idSnapMapGameEntityIterator

idSnapMapGameEntityIterator_AI

idSnapMapGameEntityIterator_Player

idSnapMapGameEntityIterator_Team

idSnapMapLensFlare

idSnapMapListener

idSnapMapListener_Activator

idSnapMapListener_AIKilled

idSnapMapListener_CapturePointCaptured

idSnapMapListener_DroppableActivator

idSnapMapListener_IntCompare

idSnapMapListener_IntensityChanged

idSnapMapListener_NumCompare

idSnapMapListener_OnEncounterPercentageReached

idSnapMapListener_OnHealthPercentageReached

idSnapMapListener_OnSnapScoreReached

idSnapMapListener_PlayerEnteredModule

idSnapMapListener_PlayerIncapacitated

idSnapMapListener_PlayerInput

idSnapMapListener_SequencerFired

idSnapMapListener_Simple

idSnapMapListener_SnapAnimEvent

idSnapMapListener_StringCompare

idSnapMapListener_TeamScoreReached

idSnapMapLogic

idSnapMapLogic_Count

idSnapMapLogic_CountDown

idSnapMapLogic_Delay

idSnapMapLogic_Gate

idSnapMapLogic_RandomRelay

idSnapMapLogic_Relay

idSnapMapLogic_Repeater

idSnapMapLogic_Sequencer

idSnapMapLogic_Switch

idSnapMapParticleEmitter

idSnapMapPortal

idSnapMapStaticWaterEntity

idSnapMapUserFilter

idSnapMapVariable

idSoundDoor

idSoundEnvironment

idSoundTrigger

idSpawnArea

idSpawnNode

idSpawnNodeSplines

idSpawnPoint

idSpeaker

idSpeaker_Beam

idSpectatorCamera

idSpitfireCannon

idSplinePath

idSpringCamera

idStaticEntity

idStaticMultiGuiEntity

idStaticVisibilityBlocker

idStaticWaterEntity

idSummoningTemplate

idSyncEntity

idTarget_ActionScript

idTarget_ActivateOutline

idTarget_AdaptiveTickToggle

idTarget_AIEvent

idTarget_AmplitudeTrigger

idTarget_AnimWebChangeState

idTarget_AnimWebChangeStateVia

idTarget_AnimWebPause

idTarget_AnimWebUnpause

idTarget_ApplyExplosionImpulse

idTarget_ApplyImpulse

idTarget_Award_Adrenaline

idTarget_Award_RushAttack

idTarget_BinaryModelController

idTarget_Break

idTarget_ChangeColor

idTarget_ChangeMaterial

idTarget_ChangeVolume_PlayerEnvOverride

idTarget_Cinematic

idTarget_CinematicHud

idTarget_ClearFakeEnemy

idTarget_Codex

idTarget_CollisionDamage

idTarget_Command

idTarget_CompassPOI

idTarget_Conditional

idTarget_ConditionalAccessor

idTarget_Count

idTarget_Count_Random

idTarget_Credits

idTarget_Cvar

idTarget_Damage

idTarget_DeactivateStatusEffects

idTarget_DisableEscMenu

idTarget_Disconnect

idTarget_DummyFire

idTarget_DynamicChallenge_End

idTarget_DynamicChallenge_FailChallenge

idTarget_DynamicChallenge_GiveBonus

idTarget_DynamicChallenge_PointTrigger

idTarget_DynamicChallenge_Start

idTarget_EnableAIEvent

idTarget_EnableGroup

idTarget_EnableTarget

idTarget_EndOfCampaign

idTarget_EndOfClassicDoomLevel

idTarget_EndOfLevel

idTarget_Enemy

idTarget_EquipItem

idTarget_FakeEnemy

idTarget_FireWeapon

idTarget_FirstThinkActivate

idTarget_ForceDormancy

idTarget_ForceGroupRole

idTarget_GameChallengeGameOver

idTarget_GameChallengeSetState

idTarget_GameStateIntInc

idTarget_GameStateIntSet

idTarget_GiveCollectible

idTarget_GiveItems

idTarget_GiveWeaponUpgradePoints

idTarget_GroupExpression

idTarget_GroupMessage

idTarget_GUICommand

idTarget_Hide

idTarget_InteractionAction

idTarget_Intro

idTarget_InventoryCheck

idTarget_LayerStateChange

idTarget_LevelTransition

idTarget_LightController

idTarget_MakeActivatable

idTarget_ModifyGroup

idTarget_ModifyTraversalClass

idTarget_Objective_Complete

idTarget_Objective_Give

idTarget_Objective_HideEntities

idTarget_Objective_Replace

idTarget_Objective_Triggered

idTarget_Path

idTarget_Perk

idTarget_Ping

idTarget_PlayerCheckpoint

idTarget_PlayerInvulnerability

idTarget_PlayerModifier

idTarget_PlayerStatModifier

idTarget_PlayerStatus

idTarget_PlayerViewEffect

idTarget_PlayerWhiplash

idTarget_PlayMovieClip

idTarget_PlayVoiceOver

idTarget_Print

idTarget_RandomImpulse

idTarget_Remove

idTarget_RemoveItems

idTarget_Secret

idTarget_SecurityUnlockChangeState

idTarget_SetGroupCombatStage

idTarget_SetInEncounterGroup

idTarget_SetSpawnSpot

idTarget_ShakeTrigger

idTarget_Show

idTarget_ShowGui

idTarget_Snap_Objective

idTarget_SoundDuck

idTarget_Spawn

idTarget_Spawn_Coop

idTarget_Spawn_Parent

idTarget_Spawn_Target

idTarget_StartSoundShader

idTarget_Subtitle

idTarget_SwapFaction

idTarget_Teleport

idTarget_Test

idTarget_TestActivation

idTarget_TestCommand

idTarget_TestEntity

idTarget_TestEntityBool

idTarget_TestExit

idTarget_TestInstruction

idTarget_TestOverrideStatus

idTarget_TestPlayerState

idTarget_TestScreenCompare

idTarget_TestScreenShot

idTarget_TestShotsFired

idTarget_Timeline

idTarget_Timer

idTarget_TutorialGui

idTarget_TutorialPopupLoadout

idTarget_UnlockArcadeMode

idTarget_UnlockUltraNightmare

idTarget_ViewPos

idTarget_VoiceCommunication

idTargetSpawnGroup

idTeamCapturePoint

idTeleporterPad

idTest_AimPoint

idTest_ConeConstraint

idTest_MetaData_Bounds

idTest_MetaData_Circle

idTest_MetaData_Cylinder

idTest_MetaData_Cylinder2

idTest_MetaData_Fov

idTest_MetaData_FovPitch

idTest_MetaData_FovYaw

idTest_MetaData_Line

idTest_MetaData_Model

idTest_MetaData_MoveableSpheres

idTest_MetaData_Plane

idTest_MetaData_SectorPitch

idTest_MetaData_SectorYaw

idTest_MetaData_String

idTest_MetaData_Target

idTest_MetaData_WebPath

idTest_RandomAimPoint

idTest_RotationTracker

idTest_Sector

idTestEntity

idTestModel2

idTrailerCamera

idTrigger

idTrigger_AIInteraction

idTrigger_BouncePad

idTrigger_CoopSafeZone

idTrigger_Damage

idTrigger_DummyFire

idTrigger_DynamicHurt

idTrigger_EnergyField

idTrigger_Facing

idTrigger_ForcePlayerBodyReactionOnce

idTrigger_Hurt

idTrigger_Multiplayer

idTrigger_PlayerHud_PlayMovieClip

idTrigger_Push

idTrigger_RemoveEntities

idTrigger_RemoveInventoryItems

idTrigger_Repulsor

idTrigger_TakeDamage

idTrigger_Teleporter

idTrigger_TestPlayerState

idTrigger_VoiceCommunication

idTriggerToucher

idTumbleWeed

idTurret

idUmbraVolume

idUtilityCamera

idVectorFieldEntity

idVolume

idVolume_AREntity

idVolume_Blocking

idVolume_ControlPointSpawnInfluence

idVolume_CustomLedgeGrab

idVolume_Damage

idVolume_DamageOverTime

idVolume_DemonicBait

idVolume_DemonicPossession

idVolume_DeployedLaser

idVolume_Domination

idVolume_EmpField

idVolume_EnvironmentHazard

idVolume_Flight

idVolume_ForceDormant

idVolume_Gravity

idVolume_HandsEnvironmentalReaction

idVolume_Inhibit_AIDirector_Spawning

idVolume_InvalidDemonDropZone

idVolume_ItemGroup

idVolume_KillDownedInjured

idVolume_LocationCalling

idVolume_MancubusSteam

idVolume_MancubusSteamFX

idVolume_MatterBallCore

idVolume_MatterBallWarp

idVolume_OliviasGuardFight_DangerZone

idVolume_PauseArcadeModeFuse

idVolume_PlasmaPuddle

idVolume_PlasmaPuddleFX

idVolume_PlayerBodyReaction

idVolume_PlayerEnvOverride

idVolume_PlayerUseProxy

idVolume_PlayerViewEffect

idVolume_RevivePlayer

idVolume_RunCycleHint

idVolume_RuneHint

idVolume_Safehouse_Sensor

idVolume_Safehouse_Shield

idVolume_SecretHint

idVolume_Sector

idVolume_Siphon

idVolume_SnapLockdownDoor

idVolume_SoulDrop

idVolume_SpaceWarp

idVolume_Stairs

idVolume_StealthField

idVolume_ToggleableDamageOverTime

idVolume_Trigger

idVolume_Trigger_Editable

idVolume_Trigger_Editable_Damageable

idVolume_VirtualGUI

idWaterEntity

idWaterRippleEmitter

idWaveShield

idWeaponEntity

idWorldClipBounds

idWorldDestructibleEntity

idWorldspawn

idTarget_Command

> An entity to trigger the specified console commands.

Usage

```
entity {
	entityDef example_target_command_2016 {
	class = "idTarget_Command";
	expandInheritance = false;
	poolCount = 0;
	poolGranularity = 2;
	edit = {
		"idEntity::entityFlags_t" flags = {
			"bool" noFlood = true;
		}
		commandText = "give ammo";
		spawnPosition = {
			x = 0;
			y = 0;
			z = 0;
		}
	}
}
}
```

idTarget_Remove

> An entity that will remove the listed entities when activated.

Usage

```
entity {
	entityDef example_target_remove_2016 {
	inherit = "target/remove";
	class = "idTarget_Remove";
	expandInheritance = false;
	poolCount = 0;
	poolGranularity = 2;
	edit = {
		"idEntity::entityFlags_t" flags = {
			"bool" noFlood = true;
		}
		spawnPosition = {
			x = 50;
			y = -2000;
			z = -100;
		}
		targets = { // list of entities to remove
			num = 1;
			item[0] = "example_func_emitter_1";
		}
	}
}
}
```

idTarget_Hide

> An entity that will hide the listed entities when activated.

> Note that not all entities can be hidden.

Usage

```
entity {
	entityDef example_target_hide_2016 {
	inherit = "target/hide";
	class = "idTarget_Hide";
	expandInheritance = false;
	poolCount = 0;
	poolGranularity = 2;
	edit = {
		"idEntity::entityFlags_t" flags = {
			"bool" noFlood = true;
		}
		spawnPosition = {
			x = 666;
			y = 1000;
			z = 24;
		}
		targets = { // list of entities to hide
			num = 1;
			item[0] = "example_emitter";
		}
		reuseable = true; // if false, this target will be single use
	}
}
}
```

See Also

- **idTarget_Show**

idTarget_Show

> An entity that will show the listed entities when activated.

Usage

```
entity {
	entityDef example_target_show_2016 {
	inherit = "target/show";
	class = "idTarget_Show";
	expandInheritance = false;
	poolCount = 0;
	poolGranularity = 2;
	edit = {
		"idEntity::entityFlags_t" flags = {
			"bool" noFlood = true;
		}
		spawnPosition = {
			x = 1848;
			y = -200;
			z = 36;
		}
		targets = {
			num = 1;
			item[0] = "entity_name";
		}
		reuseable = true; // if false, this target will be single use
	}
}
}
```

See Also

- **idTarget_Hide**

idTarget_Spawn

> An entity to spawn other entities. Primarily used for idAI2 entities.

Usage

```
entity {
	entityDef example_target_spawn_2016 {
	inherit = "target/spawn";
	class = "idTarget_Spawn";
	expandInheritance = false;
	poolCount = 0;
	poolGranularity = 2;
	edit = {
		"idEntity::entityFlags_t" flags = {
			"bool" noFlood = true;
		}
		spawnEditable = {
			overwriteTraversalFlags = true; // if set to true, use traversalClassFlags to overwrite the ai's flags
			traversalClassFlags = "CLASS_A";
			spawnAt = ""; // idEntity; the entity (demon) spawned by this spawn target will spawn at the listed entity.
			copyTargets = true; // // if true the targeted entity's target list will be copied to the spawned entity
			additionalTargets = {
				num = 0;
				item[0] = ""; // idEntity
			}
			spawnAnim = ""; // aiStateOverride must be set to AIOVERRIDE_PLAY_ENTRANCE_ANIMATION in orde to use spawnAnim
			aiStateOverride = "AIOVERRIDE_TELEPORT"; // aiStateOverride_t
		}
		spawnConditions = { // Inherited from idTarget_Spawn_Parent's idSpawnConditions
			maxCount = 0; // maximum number of entities (demons) that this spawn target will spawn
```

```
□□□reuseDelaySec = 0; // delay in seconds, between uses
□□□doBoundsTest = false;
□□□boundsTestType = "BOUNDSTEST_NONE"; // boundsTest_t
□□□fovCheck = 0; // Whether the spawn target is (not) in the player's FOV, in degrees. Use
positive values for within, and negative values for outside of
□□□minDistance = 0; // The player cannot be closer than the specified distance to the spawn
target.
□□□maxDistance = 0; // The player cannot be further than the specified distance to the spawn
target.
□□□neighborSpawnerDistance = -1;
□□□LOS_Test = "LOS_NONE"; // targetSpawn_LOSTest; to be combined with an FOV test. LOS_NONE no
test, LOS_TRUE must be in LOS, LOS_FALSE must not be in LOS
□□□playerToTest = "PLAYER_SP"; // which player to test for this spawn target; leave as is for
the primary player
□□□conditionProxy = ""; // idInfo_SpawnConditionProxy; entity at location to do LOS, FOV, and
distance checks
□□}
□□spawnPosition = {
□□□x = 0;
□□□y = 0;
□□□z = 0;
□□}
□□spawnOrientation = { // 0 0 0
□□□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;
□□□□}
□□□}
```

```
□□}
□□entityDefs = { // entity list to be spawned by the spawn target
□□□num = 1;
□□□item[0] = {
□□□□name = "example_ai_imp_1";
□□□}
□□}
□□targets = { // target list to be spawned by the spawn target; this can be excluded/left empty
if targetSpawnParent is set, it will draw targets from there instead
□□□num = 0;
□□□item[0] = "";
□□}
□□targetSpawnParent = "example_spawn_parent_1"; // idTarget_Spawn_Parent
□}
}
}
```

It should be noted that most of these parameters can be excluded unless needed. An idTarget_Spawn can be simplified down to this, as an example, if all the player wishes to do is be able to spawn in demons with the teleport anim/fx and no other frills.

```
entity {
□entityDef game_target_spawn_mod_1 {
□inherit = "target/spawn";
□class = "idTarget_Spawn";
□expandInheritance = false;
□poolCount = 0;
□poolGranularity = 2;
□edit = {
□□"idEntity::entityFlags_t" flags = {
□□□"bool" noFlood = true;
□□}
□□spawnEditable = {
□□□traversalClassFlags = "CLASS_A";
□□□aiStateOverride = "AIOVERRIDE_TELEPORT";
□□}
□□spawnPosition = {
□□□x = 8717;
□□□y = 8363;
□□□z = 6633;
```

```
    }
    entityDefs = {
        num = 1;
        item[0] = {
            name = "mod_ai_imp_1";
        }
    }
    targetSpawnParent = "mod_master_spawn_parent";
}
}
}
```

idTarget_Teleport

> An entity to teleport the player to the specified location when used.

Usage

```
entity {
	entityDef example_target_teleport_2016 {
	inherit = "target/teleport";
	class = "idTarget_Teleport";
	expandInheritance = false;
	poolCount = 0;
	poolGranularity = 2;
	edit = {
		spawnPosition = { // destination for teleport
			x = -1911.95;
			y = 1800;
			z = -190;
		}
		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;
```

```
□□□□}
□□□}
□□}
□□targetActivator = true; // if true, will teleport the activator
□}
}
}
```

idTrigger

> An entity that will trigger its listed targets when used.

Usage

```
entity {
	entityDef example_trigger_2016 {
	inherit = "triggers/trigger";
	class = "idTrigger";
	expandInheritance = false;
	poolCount = 0;
	poolGranularity = 2;
	edit = {
		saveTriggerState = true; // Whether to save the trigger state upon checkpoint (?)
		spawnPosition = {
			x = 1110;
			y = 12448;
			z = 164;
		}
		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.
		targets = { // list of entities to be triggered
```

```
□□□num = 1;
□□□item[0] = "example_relay_entity";
□□}
□□renderModelInfo = {
□□□model = NULL;
□□}
□□clipModelInfo = {
□□□clipModelName = "";
□□□type = "CLIPMODEL_CYLINDER";
            size = {
                x = 100;
                y = 100;
                z = 100;
            }
□□}
□}
}
}
```

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.

idResurrectionProxy

> An entity to serve as a summoning location for Summoners.

Usage

```
entity {
	entityDef example_ai_rez_proxy_1 {
	inherit = "ai/rez_proxy/default";
	class = "idResurrectionProxy";
	expandInheritance = false;
	poolCount = 0;
	poolGranularity = 2;
	edit = {
		renderModelInfo = {
			scale = {
				x = 3;
				y = 3;
				z = 3;
			}
		}
		availableSummons = { // all entitydefs this thing can spawn; this list should remain
unchanged
			num = 14;
			item[0] = {
				characterDef = "ai/zombie/hell_base";
				portalDef = "ai/misc/generic_portal";
				fxDecl = "fx/creatures/rez/archvile_spawn";
			}
			item[1] = {
				characterDef = "ai/demon/lostsoul";
				portalDef = "ai/misc/generic_portal";
				fxDecl = "fx/creatures/rez/archvile_spawn";
			}
			item[2] = {
```

```
□□□□characterDef = "ai/demon/imp";
□□□□portalDef = "ai/misc/generic_portal";
□□□□fxDecl = "fx/creatures/rez/archvile_spawn";
□□□}
□□□item[3] = {
□□□□characterDef = "ai/demon/imp/imp_albino";
□□□□portalDef = "ai/misc/generic_portal";
□□□□fxDecl = "fx/creatures/rez/archvile_spawn";
□□□}
□□□item[4] = {
□□□□characterDef = "ai/hellified/marine_rifle";
□□□□portalDef = "ai/misc/generic_portal";
□□□□fxDecl = "fx/creatures/rez/archvile_spawn";
□□□}
□□□item[5] = {
□□□□characterDef = "ai/hellified/hell_base";
□□□□portalDef = "ai/misc/generic_portal";
□□□□fxDecl = "fx/creatures/rez/archvile_spawn";
□□□}
□□□item[6] = {
□□□□characterDef = "ai/demon/revenant";
□□□□portalDef = "ai/misc/generic_portal";
□□□□fxDecl = "fx/creatures/rez/archvile_spawn";
□□□}
□□□item[7] = {
□□□□characterDef = "ai/demon/cacodemon";
□□□□portalDef = "ai/misc/generic_portal";
□□□□fxDecl = "fx/creatures/rez/archvile_spawn";
□□□}
□□□item[8] = {
□□□□characterDef = "ai/demon/pinky";
□□□□portalDef = "ai/misc/generic_portal";
□□□□fxDecl = "fx/creatures/rez/archvile_spawn";
□□□}
□□□item[9] = {
□□□□characterDef = "ai/demon/pinky_spectre";
□□□□portalDef = "ai/misc/generic_portal";
□□□□fxDecl = "fx/creatures/rez/archvile_spawn";
□□□}
□□□item[10] = {
```

```
□□□□characterDef = "ai/demon/hellknight";
□□□□portalDef = "ai/misc/generic_portal";
□□□□fxDecl = "fx/creatures/rez/archvile_spawn";
□□□}
□□□item[11] = {
□□□□characterDef = "ai/demon/mancubus";
□□□□portalDef = "ai/misc/generic_portal";
□□□□fxDecl = "fx/creatures/rez/archvile_spawn";
□□□}
□□□item[12] = {
□□□□characterDef = "ai/demon/mancubus_cyber";
□□□□portalDef = "ai/misc/generic_portal";
□□□□fxDecl = "fx/creatures/rez/archvile_spawn";
□□□}
□□□item[13] = {
□□□□characterDef = "ai/demon/baron";
□□□□portalDef = "ai/misc/generic_portal";
□□□□fxDecl = "fx/creatures/rez/archvile_spawn";
□□□}
□□}
□□radius = 242; // spawns are valid within this radius of the rez proxy
□□fxBaseEntity = "func/fx"; // base fx decl to use for summons
□□spawnTimeDecl = "base"; // decl describing spawn times for each ai type
□□spawnPosition = { // location of the rez proxy/summoning rift
□□□x = -877;
□□□y = 1823;
□□□z = -383.9997253418;
□□}
□}
}
}
```

The location of the rez proxy is the physical location where the Summoner goes to place a summoning rift and summon.

idSummoningTemplate

> An entity to control summoning behaviour of a Summoner.

Usage

```
entity {
	entityDef example_summoning_template {
	class = "idSummoningTemplate";
	expandInheritance = false;
	poolCount = 0;
	poolGranularity = 2;
	edit = {
		fixedSummoningWaves = { // List of tiered summoning waves, executed sequentially.
			num = 1;
			item[0] = {
				tier1_SpawnList = { // An Imp or Possessed Soldier can be summoned for this tier.
					num = 2;
					item[0] = "ENCOUNTER_SPAWN_IMP";
					item[1] = "ENCOUNTER_SPAWN_HELL_SOLDIER";
				}
				tier2_SpawnList = {
					num = 2;
					item[0] = "ENCOUNTER_SPAWN_IMP";
					item[1] = "ENCOUNTER_SPAWN_ZOMBIE";
				}
				tier3_SpawnList = {
					num = 2;
					item[0] = "ENCOUNTER_SPAWN_SHOTGUN_SOLDIER";
					item[1] = "ENCOUNTER_SPAWN_BEAM_SOLDIER";
				}
				completionTest = "SUMMON_CONDITIONS_ALL_DEAD"; // SUMMON_CONDITIONS_ALL_DEAD,
SUMMON_CONDITIONS_FIXED_TIMER, or SUMMON_CONDITIONS_WEIGHTED_TIMER
			}
		}
```

```
□□randomSummoningWaves = { // List of tiered summoning waves, executed in order but looped
until the summoning encounter is complete.
□□□num = 3;
□□□item[0] = {
□□□□tier1_SpawnList = {
□□□□□num = 2;
□□□□□item[0] = "ENCOUNTER_SPAWN_IMP";
□□□□□item[1] = "ENCOUNTER_SPAWN_ZOMBIE";
□□□□}
□□□□tier2_SpawnList = {
□□□□□num = 1;
□□□□□item[0] = "ENCOUNTER_SPAWN_REVENANT";
□□□□}
□□□□completionTest = "SUMMON_CONDITIONS_ALL_DEAD";
□□□}
□□□item[1] = {
□□□□tier1_SpawnList = {
□□□□□num = 2;
□□□□□item[0] = "ENCOUNTER_SPAWN_ZOMBIE";
□□□□□item[1] = "ENCOUNTER_SPAWN_ZOMBIE";
□□□□}
□□□□tier2_SpawnList = {
□□□□□num = 1;
□□□□□item[0] = "ENCOUNTER_SPAWN_PINKY";
□□□□}
□□□□completionTest = "SUMMON_CONDITIONS_ALL_DEAD";
□□□}
□□□item[2] = {
□□□□tier1_SpawnList = {
□□□□□num = 3;
□□□□□item[0] = "ENCOUNTER_SPAWN_IMP";
□□□□□item[1] = "ENCOUNTER_SPAWN_ZOMBIE";
□□□□□item[2] = "ENCOUNTER_SPAWN_IMP";
□□□□}
□□□□tier2_SpawnList = {
□□□□□num = 2;
□□□□□item[0] = "ENCOUNTER_SPAWN_PINKY";
□□□□□item[1] = "ENCOUNTER_SPAWN_REVENANT";
□□□□}
□□□□completionTest = "SUMMON_CONDITIONS_ALL_DEAD";
```

```
    }
  }
  fixedSummonGroups = { // List of groups that is sequentially run
    item[0] = {
      aiSpawnTypeList = {
        item[0] = "ENCOUNTER_SPAWN_BEAM_SOLDIER";
        item[1] = "ENCOUNTER_SPAWN_BEAM_SOLDIER";
        item[2] = "ENCOUNTER_SPAWN_IMP";
      }
    }
    item[1] = {
      aiSpawnTypeList = {
        item[0] = "ENCOUNTER_SPAWN_BEAM_SOLDIER";
        item[1] = "ENCOUNTER_SPAWN_IMP";
        item[2] = "ENCOUNTER_SPAWN_HELL_KNIGHT";
      }
    }
  }
  randomSummonPool = { // List of group to randomly run after all fixed encounters are complete
    item[0] = {
      aiSpawnTypeList = {
        item[0] = "ENCOUNTER_SPAWN_IMP";
        item[1] = "ENCOUNTER_SPAWN_BEAM_SOLDIER";
        item[2] = "ENCOUNTER_SPAWN_BEAM_SOLDIER";
      }
    }
    item[1] = {
      aiSpawnTypeList = {
        item[0] = "ENCOUNTER_SPAWN_IMP";
        item[1] = "ENCOUNTER_SPAWN_BEAM_SOLDIER";
        item[2] = "ENCOUNTER_SPAWN_HELL_KNIGHT";
      }
    }
  }
  spawnPosition = {
    x = 8170;
    y = 6877;
    z = 8000;
  }
}
```

```
}
}
```

- `fixedSummoningWaves`: The summoner summons up to three demons, each one drawn from the given tier list. Once `completionTest` is fulfilled, the rift will summon the next wave. These waves are executed in the listed order, ie. item[0] -> item[1] -> item[2] etc. Ends once all waves are complete.
- `randomSummoningWaves`: Similar to `fixedSummoningWaves`, but will loop upon completion, instead of stopping.
- `fixedSummonGroups`: List of groups that is sequentially run (?); the function of this summoning behaviour is not fully understood at this time.
- `randomSummonPool`: One the preceding fixedSummoningWaves or fixedSummonGroups is complete, the summoning rift will randomly cycle through the defined aiSpawnTypeLists and summon.

- `completionTest`: All `idSummoningTemplates` in the vanilla game use `SUMMON_CONDITIONS_ALL_DEAD`. While `SUMMON_CONDITIONS_FIXED_TIMER`, or `SUMMON_CONDITIONS_WEIGHTED_TIMER` are also options, it is currently not understood how to use those conditions.

Note that once the summoning rift is created, these behaviours will execute on their own, as long as the Summoner remains alive. If killed, the rift will close, and anything defined by the idSummoningTemplate will stop immediately.

idVolume_PlayerEnvOverride

> An entity to overwrite the envSettings decl set by idWorldspawn when within the defined volume.

Usage

```
entity {
	entityDef example_volume_player_env_override {
	inherit = "volume/player_env_override";
	class = "idVolume_PlayerEnvOverride";
	expandInheritance = false;
	poolCount = 0;
	poolGranularity = 2;
	edit = {
		spawnPosition = {
			x = -1947;
			y = 787;
			z = -500;
		}
		renderModelInfo = {
			model = NULL;
		}
		clipModelInfo = {
			clipModelName = "";
			type = "CLIPMODEL_CYLINDER";
            size = {
                x = 30000;
                y = 30000;
                z = 10000;
            }
		}
		fadeInTime = 0; // time in milliseconds to fade in
		fadeOutTime = 0; // time in milliseconds to fade out
		startEnabled = true; // if set to false, entity must be activated first before use
```

```
□□allowToggleOnActivate = true; // if true, activating the entity will toggle it on/off
□□declEnv = "vista/bfg_division_ext"; // the env decl to use
□}
}
}
```

Event Calls (2016)

A description of various eventCalls that can be used when building a custom encounter.

spawnSummoner

> An eventCall to spawn a Summoner with an idSummoningTemplate

Usage

```
item[0] = {
	eventCall = {
		eventDef = "spawnSummoner";
		args = {
			num = 4;
			item[0] = {
				entity = ""; // spawnTarget
			}
			item[1] = {
				entity = ""; // summonerTemplate
			}
			item[2] = {
				string = ""; // summoner_label
			}
			item[3] = {
				string = ""; // group_label
			}
		}
	}
}
```

- `spawnTarget` is the the idTarget_Spawn to use for the Summoner. Note that the spawn target used must link to a idActorAmbientFilter for idResurrectionProxy(s), if the idAI2 does not.
- `summonerTemplate` is the **idSummoningTemplate** to use
- `summoner_label` is the label given to the Summoner
- `group_label` is the label given to its summoned demons

EntityDef/AI (2016)

ai/demon/archvile
ai/demon/archvile_base
ai/demon/baron
ai/demon/baron_base
ai/demon/cacodemon
ai/demon/cacodemon_base
ai/demon/cyberdemon
ai/demon/cyberdemon_base
ai/demon/cyberdemon_hell
ai/demon/hellknight
ai/demon/hellknight_base
ai/demon/imp
ai/demon/imp_base
ai/demon/lostsoul
ai/demon/lostsoul_base
ai/demon/mancubus
ai/demon/mancubus_base
ai/demon/mancubus_cyber
ai/demon/oliviasguard_base
ai/demon/pinky
ai/demon/pinky_base
ai/demon/pinky_spectre
ai/demon/revenant
ai/demon/revenant_base
ai/demon/spider_mastermind_base
ai/demon/talismanguard_base
ai/hellified/hell_base
ai/hellified/marine_base
ai/hellified/marine_laser
ai/hellified/marine_rifle
ai/hellified/marine_shotgunner