

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";
```

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    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";
```

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    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.

Revision #1

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