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.

Created 2022-08-24 18:02:56 PDT by Velser
Updated 2023-08-22 19:56:42 PDT by Velser