

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 order
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";  
[[  
}  
}
```

Revision #1

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