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
□}
}
}
```

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