

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
    ]
}
```

}

}

Revision #2

Created 24 August 2022 18:05:17 by Velsr

Updated 22 August 2023 19:56:42 by Velsr