

idEncounterTrigger_Commit

An entity used to trigger an encounter manager

Usage

```
entity {  
  entityDef example_trigger_commit {  
    inherit = "encounter/trigger/commit";  
    class = "idEncounterTrigger_Commit";  
    expandInheritance = false;  
    poolCount = 0;  
    poolGranularity = 2;  
    networkReplicated = false;  
    disableAIPooling = false;  
    edit = {  
      triggerOnce = false;  
      spawnPosition = { // Be sure to set spawn position  
        x = 1;  
        y = 1;  
        z = 1;  
      }  
      renderModelInfo = {  
        model = NULL;  
      }  
      clipModelInfo = { // Be sure to set trigger dimensions  
        clipModelName = NULL;  
      }  
    }  
  }  
}
```

Simply entering the trigger's volume will trigger the encounter manager if it has this entity added to it in the **commitTriggers** section.

See Also

idEncounterManager

idEncounterTrigger_Exit

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