

idEncounterTrigger_RaiseUserFlag

An entity used to trigger (raise a flag) for encounters.

Usage

```
entity {
    entityDef example_user_flag {
        inherit = "encounter/trigger/user_flag";
        class = "idEncounterTrigger_RaiseUserFlag";
        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;
            }
            userFlag = "User_Flag"; // Flag Name
        }
    }
}
```

Flag Triggers can activate when entering a certain section of the map or when **activateTarget** for the entity is used.

This is useful if you want to activate Energy Barriers to lock you in an arena, or if you need to enter a section of the arena for the encounter to progress.

If you only plan on triggering the User Flag through **activateTarget**, then **clipModel** dimensions would not be needed.

waitForEventFlag is the eventCall that this entity signals.

The Encounter Manager must contain the **idEncounterTrigger_RaiseUserFlag** entity for it to recognize the flag name.

Revision #5

Created 1 January 2022 18:47:15 by Konvaz

Updated 24 August 2022 18:43:55 by Konvaz