

idEntityFx

An entity that will play FX.

Usage

```
entity {
  layers {
    'game/pvp/slayer_team' // give the FX a layer
  }
  instanceId = 4206901337; // give the FX an instance ID so it can easily be attached to a
  timeline.
  originalName = "left_func_fx_slayer_portal_1";
  entityDef invasion_left_func_fx_slayer_portal_1_4206901337 { // use the entityDef when
  targeting this entity
    inherit = "func/fx";
    class = "idEntityFx";
    expandInheritance = false;
    poolCount = 0;
    poolGranularity = 2;
    networkReplicated = false;
    disableAIPooling = false;
    edit = {
      flags = {
        canBecomeDormant = true;
      }
      dormancy = {
        delay = 5;
        distance = 78.029007;
      }
      spawnPosition = {
        x = 1;
        y = 1;
        z = 1;
      }
      spawnOrientation = { // spawn orientation requires all 3 mat
        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;
    }
}

fxEffect = "gameplay/invasion/teleporter_flat_demon"; // the FX used
renderModelInfo = {
    scale = {
        x = 1;
        y = 1;
        z = 1;
    }
}
}
}

```

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