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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