

idEnvironmentalDamage_Hurt_Trigger

An entity that deals damage when entering its volume. Essentially the damaging part of a hazard.

Usage

```
entity {
  entityDef example_hurt_trigger {
    inherit = "envhazard/volume/electrical_blue";
    class = "idEnvironmentalDamage_Hurt_Trigger";
    expandInheritance = false;
    poolCount = 0;
    poolGranularity = 2;
    networkReplicated = false;
    disableAIPooling = false;
    edit = {
      killerNames = {
        num = 1;
        item[0] = ""; // What to string display when killed by this entity
      }
      envDamageType = "ENVIRONMENTAL_DAMAGE_NUM";
      envDamage = ""; // Uses a damage decl that will define how much damage is caused
      envDamageInterval = 500; // How often the hazard will damage you in milliseconds
      envWarningInterval = 500;
      spawnPosition = { // Be sure to set its spawn position
        x = 1;
        y = 1;
        z = 1;
      }
      spawnOrientation = { // Be sure to set its rotation
        mat = {
          mat[0] = {
            x = 1;
            y = 0;
          }
        }
      }
    }
  }
}
```

```

    mat[1] = {
        x = 0;
        y = 1;
    }
}

renderModelInfo = { // The hazard would normally be invisible
    model = NULL;

    clipModelInfo = {
        type = ""; // Defines what kind of shape it is
        size = { // Be sure to set its scale
            x = 1;
            y = 1;
            z = 1;
        }
        clipModelName = NULL;
    }
}
}

```

Example

This example is an electric floor hazard.

```

entity {
    entityDef example_electric_hazard {
        inherit = "envhazard/volume/electrical_blue";
        class = "idEnvironmentalDamage_Hurt_Trigger";
        expandInheritance = false;
        poolCount = 0;
        poolGranularity = 2;
        networkReplicated = false;
        disableAIPooling = false;
        edit = {
            killerNames = {
                hum = 1;
                item[0] = "#str_decl_damage_hazard_electrical_GHOST53193";
            }
        }
    }
}

```

```

    }
    demonPlayerCanActivate = true;
    deadAiCanActivate = false;
    envDamageType = "ENVIRONMENTAL_DAMAGE_NUM";
    envDamage = "damage/hazard/electrical_bluefx";
    envDamageInterval = 500;
    envWarningInterval = 500;
    spawnPosition = { // Be sure to set its spawn position
        x = 1;
        y = 1;
        z = 1;
    }
    spawnOrientation = { // Be sure to set its rotation
        mat = {
            mat[0] = {
                x = 1;
                y = 0;
            }
            mat[1] = {
                x = 0;
                y = 1;
            }
        }
    }
    renderModelInfo = {
        model = NULL;
    }
    clipModelInfo = {
        type = "CLIPMODEL_CYLINDER";
        size = {
            x = 10;
            y = 10;
            z = 1;
        }
        clipModelName = NULL;
    }
}
}

```

Hurt triggers are usually invisible so you should add a particle entity on it to convey its physical dimensions.

See Also

idParticleEmitter

Revision #2

Created 2 January 2022 18:13:50 by Konvaz

Updated 24 August 2022 18:43:55 by Konvaz