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 = {
□□□num = 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

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