idPlayerStart

> An entity that defines the spawn position for players.

Single Player

```
entity {
	entityDef initial_player_start_1 {
		class = "idPlayerStart";
		expandInheritance = false;
		poolCount = 0;
		poolGranularity = 2;
		networkReplicated = false;
		disableAIPooling = false;
		edit = {
			flags = {
				noFlood = true;
			}
			spawnPosition = {
				x = 1;
				y = 1;
				z = 1;
			}
			spawnOrientation = {
				mat = {
					mat[0] = {
						x = 0;
						y = 1;
					}
					mat[1] = {
						x = -1;
						y = 0;
					}
				}
			}
		}
		targets = {
```

```
		num = 1;
		item[0] = "some_post_checkpoint_relay"; // optional, trigger these entities when a checkpoin
		using this spawn is loaded.
	}

}
}
}
```

Multiplayer - Slayer

```
entity {
	entityDef game_online_battle_arena_player_start_1 {
	class = "idPlayerStart";
	expandInheritance = false;
	poolCount = 0;
	poolGranularity = 2;
	networkReplicated = true;
	disableAIPooling = false;
	edit = {
		spawnPosition = {
			x = 1;
			y = 1;
			z = 1;
		}
		spawnOrientation = {
			mat = {
				mat[0] = {
					x = 0;
					y = 1;
				}
				mat[1] = {
					x = -1;
					y = 0;
				}
			}
		}
		team = "TEAM_ONE";
```

```
        respawnOnly = false; // can slayer players respawn in this location
	}
	}
	}
```

Multiplayer - Demon

```
entity {
	entityDef game_online_battle_arena_demon_start_1 {
	class = "idDemonPlayerStart";
	expandInheritance = false;
	poolCount = 0;
	poolGranularity = 2;
	networkReplicated = true;
	disableAIPooling = false;
	edit = {
		spawnPosition = {
			x = 1;
			y = 1;
			z = 1;
		}
		spawnOrientation = {
			mat = {
				mat[0] = {
					x = 0;
					y = 1;
				}
				mat[1] = {
					x = -1;
					y = 0;
				}
			}
		}
		team = "TEAM_TWO";
		respawnOnly = false; // can demon players respawn in this location
	}
	}
	}
```

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