

idTarget_Count

An entity that is commonly used for relays.

As with most computing logic, relays wait for specified inputs before it can send its output.

Usage

```
entity {  
  entityDef example_relay {  
    inherit = "target/relay";  
    class = "idTarget_Count";  
    expandInheritance = false;  
    poolCount = 0;  
    poolGranularity = 2;  
    networkReplicated = false;  
    disableAIPooling = false;  
    edit = {  
      flags = {  
        noFlood = true;  
      }  
      networkSerializeTransforms = false;  
      spawnPosition = { // Spawn position does not matter  
        x = 1;  
        y = 1;  
        z = 1;  
      }  
      targets = { // Entities that activate once the relay outputs  
        num = 1;  
        item[0] = "example_entity";  
      }  
      repeat = true; // If the relay is repeatable  
      count = 1; // How many inputs this relay needs to output  
      delay = 1; // Activation delay in seconds  
    }  
  }  
}
```

Relays are useful if you want to activate several entities at once, give a delay before the entities activate, or have an entity require multiple inputs before activating.

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