

idTarget_Notification

An entity that creates a notification on player's screen when triggered.

Usage

```
entity {
    entityDef example_notification {
        class = "idTarget_Notification";
        expandInheritance = false;
        poolCount = 0;
        poolGranularity = 2;
        networkReplicated = false;
        disableAIPooling = false;
        edit = {
            flags = {
                noFlood = true;
            }
            spawnPosition = {
                x = 0;
                y = 0;
                z = 0;
            }
            notificationType = "HUD_EVENT_PLAYER_NOTIFICATION"; // from list below or notificationType
            from generated/decls/notification/hud
            header = "#str_swf_notification_secret_found"; // headerText from
            generated/decls/notification/hud
            subtext = "#str_decl_callout_suit_sentinel_training_unlocked_GHOST82861"; // subText from
            generated/decls/notification/hud
            icon = "art/ui/dossier/icons/ico_extra_life_3up_on"; // icon from
            generated/decls/notification/hud
        }
    }
}
```

notificationType list

HUD_NOTIFY_OBJECTIVE_UPDATE
HUD_NOTIFY_OBJECTIVE_COMPLETE
HUD_NOTIFY_OBJECTIVE_REPLACE
HUD_NOTIFY_OBJECTIVE_SHOW_LAST
HUD_NOTIFY_OBJECTIVE_PIN
HUD_NOTIFY_CODEX_RECIEVED
HUD_NOTIFY_CODEX_UPDATED
HUD_NOTIFY_INVENTORY_ACQUIRED
HUD_NOTIFY_RUNE_ACQUIRED
HUD_NOTIFY_RUNE_UPGRADE_TOKEN_ACQUIRED
HUD_NOTIFY_MOD_ACQUIRED
HUD_NOTIFY_PRAETOR_ACQUIRED
HUD_NOTIFY_SENTINEL_BATTERY_ACQUIRED
HUD_NOTIFY_EQUIPMENT_ACQUIRED
HUD_NOTIFY_ARGENTUPGRADE_ACQUIRED
HUD_NOTIFY_COLLECTIBLE_ACQUIRED
HUD_NOTIFY_FAST_TRAVEL_UNLOCKED
HUD_NOTIFY_CHECKPOINT
HUD_NOTIFY_GENERIC_CALLOUT
HUD_NOTIFY_ROUND_TIMER_CALLOUT
HUD_NOTIFY_ROUND_NUMBER_CALLOUT
HUD_NOTIFY_ROUND_LOSE_CALLOUT
HUD_NOTIFY_ROUND_WIN_CALLOUT
HUD_NOTIFY_ROUND_START_CALLOUT
HUD_NOTIFY_ENEMY_USED_CARD_CALLOUT
HUD_NOTIFY_ALLY_USED_CARD_CALLOUT
HUD_NOTIFY_MATCH_VICTORY_CALLOUT
HUD_NOTIFY_MATCH_DEFEAT_CALLOUT
HUD_NOTIFY_INVASION_CALLOUT
HUD_NOTIFY_INVASION_INCOMING
HUD_NOTIFY_CALLOUT_STATUS_TIMER
HUD_NOTIFY_CALLOUT_MAJOR_TIMER
HUD_NOTIFY_CALLOUT_MAJOR_ICON
HUD_NOTIFY_CALLOUT_INVASION_ICON
HUD_NOTIFY_SENTINEL_ARMOR_ACTIVATED
HUD_NOTIFY_SENTINEL_ARMOR_DEACTIVATED
HUD_NOTIFY_EXTRA_LIFE_ACTIVATED
HUD_NOTIFY_EXTRA_LIFE_ACQUIRED
HUD_NOTIFY_EXTRA_LIFE_ACQUIRED_2

HUD_NOTIFY_EXTRA_LIFE_ACQUIRED_3
HUD_NOTIFY_EXTRA_LIFE_MAXED
HUD_NOTIFY_CHEAT_CODE_ACQUIRED
HUD_NOTIFY_GAME_HINT
HUD_NOTIFY_SECRET_HINT
HUD_NOTIFY_SECRET_FOUND
HUD_NOTIFY_SECRET_ENCOUNTER_FOUND
HUD_NOTIFY_SECRET_ENCOUNTER_FAILED
HUD_NOTIFY_SECRET_ENCOUNTER_COMPLETE
HUD_NOTIFY_COMBAT_POINT
HUD_NOTIFY_WEAPON_MASTERY_ACQUIRED
HUD_NOTIFY_BOUNTY_COMPLETE
HUD_NOTIFY_BOUNTY_ACTIVE
HUD_NOTIFY_KEYCARD
HUD_NOTIFY_SLAYER_KEY
HUD_NOTIFY_SLAYER_GATE
HUD_NOTIFY_SLAYER_GATE_E3
HUD_NOTIFY_SLAYER_ENCOUNTER
HUD_NOTIFY_SLAYER_ENCOUNTER_NO_POINTS
HUD_NOTIFY_MISSION_CHALLENGE_INTRO
HUD_NOTIFY_MISSION_CHALLENGE_UPDATE
HUD_NOTIFY_MISSION_CHALLENGE_COMPLETE
HUD_NOTIFY_WEAPON_MASTERY_UPDATE
HUD_NOTIFY_WEAPON_MASTERY_COMPLETE
HUD_NOTIFY_WEAPON_BROKEN
HUD_NOTIFY_DOOM_EVENT_BOSS_COMPLETE
HUD_NOTIFY_DOOM_EVENT_MISSION_COMPLETE
HUD_NOTIFY_DOOM_EVENT_MASTER_LEVEL_COMPLETE
HUD_NOTIFY_DOOM_EVENT_INVASION_COMPLETE
HUD_NOTIFY_DOOM_EVENT_PVP_MATCH_COMPLETE
HUD_NOTIFY_MILESTONE_COMPLETED
HUD_NOTIFY_MILESTONE_COMPLETED_SILENT
HUD_NOTIFY_LEVEL_UP
HUD_NOTIFY_SEASON_LEVEL_UP
HUD_NOTIFY_LATER_IN_THE_MISISON_E3
HUD_NOTIFY_BUFF_POD_NEARBY
HUD_NOTIFY_UPGRADE_REMINDER_PRAETOR
HUD_NOTIFY_DOOM_EVENT_SKYBOX_UNLOCK
HUD_NOTIFY_UPGRADE_PERK
HUD_NOTIFY_ARGENT_BONUS

HUD_NOTIFY_MOD_POINT_ACQUIRED
HUD_NOTIFY_MULTIPLE_MOD_POINT_ACQUIRED
HUD_NOTIFY_AUTOMAP_REVEALED
HUD_NOTIFY_GOLD_BOSS_START
HUD_NOTIFY_GOLD_BOSS_DEFEATED
HUD_NOTIFY_EXTRA_LIFE_ENCOUNTER_FOUND
HUD_NOTIFY_EXTRA_LIFE_ENCOUNTER_FAILED
HUD_NOTIFY_EXTRA_LIFE_ENCOUNTER_COMPLETE
HUD_NOTIFY_SECRET_ENCOUNTER_DLC_COMPLETE
HUD_NOTIFY_SECRET_ENCOUNTER_DLC_COMPLETE_SKIN_PROGRESS
HUD_NOTIFY_SECRET_ENCOUNTER_DLC_COMPLETE_SKIN_UNLOCK
HUD_NOTIFY_RUNE_CRYSTALS_ACQUIRED
HUD_NOTIFY_MASTER_LEVEL_START
HUD_NOTIFY_SUPPORT_RUNE_ACQUIRED
HUD_NOTIFY_SCREECHER_KILLED
HUD_NOTIFY_PLAYER_CURSED
HUD_NOTIFY_HORDE_ROUND_START
HUD_NOTIFY_HORDE_ROUND_END
HUD_NOTIFY_HORDE_WAVE_START
HUD_NOTIFY_HORDE_WAVE_END
HUD_NOTIFY_HORDE_BOUNTY_START
HUD_NOTIFY_HORDE_BOUNTY_COMPLETE
HUD_NOTIFY_HORDE_BOUNTY_FAILED
HUD_NOTIFY_HORDE_STATE_SHARE_COMPLETE
HUD_NOTIFY_HORDE_STATE_SHARE_FAILED
HUD_NOTIFY_MAX

Not all notification types are working.

Revision #3

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