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.

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