idTrigger_Push

> An entity that moves players inside of it.

```
entity {
    entityDef game_trigger_push_1 {
    class = "idTrigger_Push";
    expandInheritance = false;
    poolCount = 0;
    poolGranularity = 2;
    networkReplicated = false;
    disableAIPooling = false;
    edit = {
        removeFlag = "RMV_CHECKPOINT_ALLOW_MS";
        triggerOnce = false;
        pushForce = 8;
        clearExistingVelocity = true;
        constantVelocity = true;
        isActive = true;
        pushDirection = {
            x = 1;
            y = 0;
            z = 0;
        }
        renderModelInfo = {
            model = NULL;
        }
        clipModelInfo = {
            clipModelName = NULL;
            type = "CLIPMODEL_BOX";
            size = { // how large of an area the effect encompasses.
                x = 1;
                y = 1;
                z = 1;
```

```
            }
        }
        spawnPosition = {
            x = 88;
            y = 60;
            z = 18;
        }
        wait = 1;
        playerCanActivate = true; // whether or not to push a slayer.
        demonPlayerCanActivate = true;
        deadAiCanActivate = false;
    }
}
}
```

For a demonstration, a vanilla example can be seen by **loading into a battlemode map** as a demon and walking into a portal.

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