idTrigger

> An entity that will trigger its listed targets when used.

Usage

```
entity {
	entityDef mod_trigger_1 {
	inherit = "trigger/trigger";
	class = "idTrigger";
	expandInheritance = false;
	poolCount = 0;
	poolGranularity = 2;
	networkReplicated = false;
	disableAIPooling = false;
	edit = {
		removeFlag = "RMV_NEVER";
		spawnPosition = {
			x = 1;
			z = 1;
			y = 1;
		}
		renderModelInfo = {
			model = NULL;
			scale = {
				x = 1;
				y = 1;
				z = 1;
			}
		}
		clipModelInfo = {
			clipModelName = "";
			type = "CLIPMODEL_CYLINDER";
            size = {
                x = 1;
                y = 1;
```

```
                z = 1;
            }
    }
    targets = { // list of entities to be triggered
        num = 1;
        item[0] = "mod_target_1";
    }
    wait = 0; // Seconds to wait before this idTrigger can be retriggered.
    waitDelta = 0; // Additional seconds added to the wait value with each trigger. This is
    cumulative.
    waitMin = 0; // Minimum seconds the wait period can become if using waitDelta.
    waitMax = 0; // Maximum seconds the wait period can become if using waitDelta.
    delay = 0; // Delay, in seconds, between activating this idTrigger and when it activates its
    targets.
    triggerOnce = true; // If true, will only trigger its targets once.
    triggerFirst = true; // If true, this entity must be activate before it can be used.
    triggerOnEnter = true; // If true, it will only activate its targets when entering the
    trigger.
    triggerOnExit = false; // If true, it will only activate its targets when exiting the
    trigger.
    aiCanActivate = false; // If true, ai can activate this idTrigger.
    demonPlayerCanActivate = false; // If true, any demon players can activate.
    clientCanActivate = false; // If true, can be activated on client.
}
}
}
```

The **spawnPosition** and **clipModelInfo** determine the physical location that the player has to walk into to activate the **idTrigger**. Alternatively, the **idTrigger** can also be activated by another entity or **eventCall**.

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