

idVolume_PlayerEnvOverride

An entity to overwrite the **envSettings** decl set by **idWorldspawn** when within the defined volume.

Usage

```
entity {
    [entityDef volume_env_override_1 {
        [inherit = "volume/env_override";
        [class = "idVolume_PlayerEnvOverride";
        [expandInheritance = false;
        [poolCount = 0;
        [poolGranularity = 2;
        [networkReplicated = false;
        [disableAIPooling = false;
        [edit = {
            [exitAfterTeleport = false;
            [spawnPosition = {
                [x = 1;
                [y = 1;
                [z = 1;
            ]
            [renderModelInfo = {
                [model = NULL;
            ]
            [clipModelInfo = {
                [clipModelName = "";
                [type = "CLIPMODEL_CYLINDER";
                size = {
                    x = 1;
                    y = 1;
                    z = 1;
                }
            ]
        ]
        [fadeInTime = 250;
        [fadeOutTime = 250;
```

```
    startEnabled = false;  
    allowToggleOnActivate = true;  
    declEnv = "e3m1_slayer/e3m1_slayer_default_spectacle_water";  
  }  
}
```

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