

Interactable switch fix.

e5m1_spear/generated/decls/entitydef/trigger/interact/use_panel.decl

Add the **clientCanActivate = true;** line so that client slayers may activate switches.

```
{
  class = "idTrigger";
  networkReplicated = false;
  edit = {
    clipModelInfo = {
      type = "CLIPMODEL_BOX";
      size = {
        x = 1.5;
        y = 1;
        z = 2;
      }
      offset = {
        x = 1.1;
      }
      ignoreUnfixCollisionOffsetBug = true;
    }
    triggerOnce = false;
    clientCanActivate = true;
  }
}
```

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