# 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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