

Triggers

Trigger

```
entity {
    entityDef trigger_volume_1 {
        inherit = "trigger/trigger";
        class = "idTrigger";
        expandInheritance = false;
        poolCount = 0;
        poolGranularity = 2;
        networkReplicated = false;
        disableAIPooling = false;
        edit = {
            demonPlayerCanActivate = true;
            removeFlag = "RMV_CHECKPOINT_ALLOW_MS";
            spawnPosition = {
                x = -11.11;
                y = -11.11;
                z = -11.11;
            }
            renderModelInfo = {
                model = NULL;
                scale = {
                    x = 1;
                    y = 1;
                    z = 1;
                }
            }
            clipModelInfo = {
                type = "CLIPMODEL_BOX";
                size = {
                    x = 5;
                    y = 5;
                    z = 5;
                }
            }
        }
    }
}
```

```

    targets = {
        hum = 1;
        item[0] = "trigger_volume_1_timeline";
    }
    wait = 0;
    triggerOnce = true;
}
}

```

Replication

```

entity {
    entityDef trigger_volume_1_timeline {
        inherit = "target/timeline";
        class = "idTarget_Timeline";
        expandInheritance = false;
        poolCount = 0;
        poolGranularity = 2;
        networkReplicated = true;
        disableAIPooling = false;
        edit = {
            flags = {
                noFlood = true;
            }
            networkSerializeTransforms = false;
            spawnPosition = {
                x = 1;
                y = 1;
                z = 1;
            }
            componentTimeLine = {
                entityEvents = {
                    hum = 1;
                    item[0] = {
                        entity = "trigger_volume_1_relay";
                        events = {
                            hum = 1;
                            item[0] = {

```



```
networkSerializeTransforms = false;
count = 1;
spawnPosition = {
  x = 1;
  y = 1;
  z = 1;
}
targets = {
  num = 1;
  item[0] = "something_to_activate";
}
repeat = true;
}
}
```

Revision #2

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