



Adding Jack-In Points



The Jack-In-Point

Jack-in points are the link in Dystopia maps between the real world (meatspace) and **cyberspace** (the network). Players must use either the **cyberdeck** or **enhanced cyberdeck** implant near a **JIP** to enter **cyberspace**.


Components of a Jack-In-Point

In order to add a functioning **jack-in point (JIP)** to a map, *two* entities are *required*:


1. A **dys_jackpoint**, a brush entity placed in meatspace
2. A **point_camera**, a point entity in cyberspace

Many **jack-in points** also come with a screen, allowing other players to watch the decker fight in cyberspace, which is aligned inside a metal panel. This is *not* required, but makes the jack-in point easily recognizable. Don't feel restricted to this method, however; creative JIPs can spice up a map and make it more enjoyable.

Steps to Create a Standard JIP

1. Create a **prop_static**, and set its world model in the properties menu to **prop_jackin_*.mdl** (for the purpose of this tutorial, * must be replaced with either **public**, **dtrust**, or **punks**). Place this panel in meatspace at the desired location for the JIP.
 - Note: **prop_jackin_public.mdl** is known to have a bad collision model, and should not be used.
2. Select the **tools/nodraw** texture, and create a block brush using the selected **tools/nodraw** texture with dimensions **30x30x2** (Height x Width x Thickness). Line the brush up inside the model as shown in the picture, so that the brush rests inside the depression of the jack-in panel.
3. Create a **point_camera** in cyberspace, and name the camera in the **name** field so that it can be used in *Step 6*. It is a good idea to prefix the name with **jipcam** so that it can be easily identified. In **The camera render texture target**. field, enter **camera1**, **camera2**, or **camera3**. This texture is used in *Step 7* to create the screen.
 - Note: **camera4** is used by the **rocket launcher's** screen, so it should not be used (sometimes it is okay in cyberspace).
4. A player will "jack-in" facing the direction that the camera points, with gravity perpendicular to the bottom face of the camera. Rotate the **point_camera** and move it so that the player will jack-in at the desired location, with correct gravity.
5. Select the brush created in *Step 2* and convert it into the **dys_jackpoint** brush entity; the default shortcut for tying a brush to an entity is **Ctrl+T**.
6. Leave all the fields in the object properties menu default, except for **Camera Name**. Enter the name of the **point_camera** created in *Step 3* in the **Camera Name** field.
7. Using the **Face Edit Dialog** , select the front face of the **[dys_jackpoint]**, which the player views. Then select the texture **dys_monitor1a**, **dys_monitor2a**, or **dys_monitor3a**; in respect to the camera number you gave the **point_camera** in *Step 3*.



The brush aligned inside the panel 

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