



## Phistball Mapping



This Section will tell you what entities you need to make the Phistball game type.

### Contents [hide]

- 1 What you need
- 2 Phistball Construction
  - 2.1 Making The Ball
  - 2.2 Making The Goals
  - 2.3 Making The Score System
- 3 Making Arena Phistball friendly & fun
  - 3.1 Usefull brush entitys
  - 3.2 Melee Only & Instant Respawn

## What you need

Before you begin make out of brushwork the following:

- 1) Arena - Simple brushed based area, where the ball is not going to be stuck.
- 2) 2 Goals - Make them as pretty as you like, does not really matter what shape or size
- 3) Spawn points - Make 2 separate spawn rooms for each team and somehow make it link to the arena.

## Phistball Construction

### Making The Ball

Using a phist\_ball entity (same as prop\_physics), you can use the default phistball ball located in: *models/items/phistball\_01.mdl* Or you can customise and provide your own ball. Don't forget to name the ball something rememberable as we will need this later. You may also want to adjust the mass scale parameter of the physics ball, its decimal, so 0.5 will be 50% of the normal mass of the ball, and thus will move a lot easier.

### Making The Goals

Edit V1

### Making The Score System

Edit V1

## Making Arena Phistball friendly & fun

Gameplay is paramount in a phistball map, you need you map to be fun, exciting and interesting to attract players, how you do this is up to you, but here are some useful tips:

We also do not want the ball to get stuck, or fall off the map, here are a few neat tricks to help you. Make sure there are no 90 Degree corners as the ball is almost certain to get stuck. If you do do a 90 Degree corner use meathods in the next section to prevent it from getting stuck

You want the spawn points away from the actual arena of play, use teleporters and other clever ways to get players into the arena, but not them escape out.

Don't have anything to distract players from the game, if your map is good enough players wont need toys to keep them entertained. This also includes secret areas etc.

Please don't make your map full bright, or I will hate you forever, you spent enough time creating the map, don't let that go to waste and spend some time adding a lighting, you can even do it with 1 entity (light\_env), its not hard.

This comes as obvious, but test your map thoroughly, think outside the box and try and exploit your map in every way possible, as bored players will!

### Usefull brush entitys

func\_vclip\_physics - Apply this entity to a trigger brush and this will stop all physics objects from passing through it.

trigger\_multiple - This is what will make your phistball arena powerful, you can setup systems related to the balls position, when a ball enters this brush it will fire as many outputs as you want, so you could reset the ball, fire the ball out of a pinball hole etc.

trigger\_push - you can use this to push balls in any direction you want

trigger\_teleport - you can use this to teleport players or balls to any given destination,

**For information on how to use these brush entitys please vist the valve Developer comunity wiki** [1] 

### Melee Only & Instant Respawn

Melee Only, can be done using a logic auto and a point\_servercommand. Use the logic auto outputs to fire the command "dys\_meleeonly 1" to the point\_servercommand.

Instant Respawn, This can be done using a logic\_timer, and make the timer start enabled with a delay of 1 second between the triggers, then use the logic\_timer outputs to forcespawn the dys\_spawn entity's (1 for the punks and 1 for the corps spawn)

**(information has not been verified and the content may be invalid)**

Written by [Icepick66](#)

Retrieved from "http://www.dystopia-game.com/wiki/index.php?title=Phistball\_Mapping" 

Categories: [Support Pages](#) | [Mapping](#)

#### navigation

- [Main Page](#)
- [Community portal](#)
- [Current events](#)
- [Recent changes](#)
- [Random page](#)
- [Help](#)

#### search

 

#### toolbox

- [What links here](#)
- [Related changes](#)
- [Special pages](#)
- [Printable version](#)
- [Permanent link](#)