



Cyber drain



The correct title of this article is "cyber_drain". The initial letter is capitalised due to technical restrictions.

Entity Description

A trigger **volume** that periodically drains the energy of any player who touches it.

Keyvalues

- Name**
Defines the name that other entities refer to this entity by.
- Parent**
Specifies the **targetname** of this entity's Parent in a **movement hierarchy**. *Child* entities move with their Parent.
If a trigger does not start out with a parent, but rather gets one during run-time, this value should be set to a static entity. This is so the entity's solidity is set to VPhysics rather than BSP.
- Origin (X Y Z)**
<origin> The position of this entity's center in the world. Rotating entities rotate around their origin.
- Start Disabled**
<boolean >
- Global Entity Name**
<string> Name by which this entity is linked to another entity in a different map. When the player transitions to a new map, entities in the new map with globalnames matching entities in the previous map will have the previous map's state copied over their state.
- Filter Name**
<filterclass> Filter to use to see if activator triggers me. See the **filter_activator_name** entity for further explanation.
- DrainVel**
The amount of energy drained per second

Flags

- 1 : Applies to Clients
- 2 : Applies to NPCs
- 4 : Applies to Pushables
- 8 : Applies to Physics Objects
- 16 : Applies to Player Ally NPCs
- 32 : Applies to Clients in Vehicles
- 64 : Applies to Everything
- 512 : Applies to Clients not in Vehicles
- 1024 : Applies to Physics debris
- 2048 : Applies only to Player Ally NPC's in vechiles

Inputs

- Kill**
Removes this entity from the world.
- KillHierarchy**
Removes this entity and all its children from the world.
- AddOutput <string>**
Evaluates a keyvalue/output on this entity. It can be potentially very dangerous, use with care.
Format: <key> <value>
Format: <output name> <targetname>:<inputname>:<parameter>:<delay>:<max times to fire (-1 == infinite)>
- FireUser1-4**
Causes this entity's **OnUser1-4** outputs to be fired. See **User Inputs and Outputs**.
- Enable**
Enable this entity.
- Disable**
Disable this entity.
- SetParent <target_destination>**
Changes the entity's parent in the **movement hierarchy**.
- SetParentAttachment <string>**
Change this entity to attach to a specific attachment point on its parent. Entities must be parented before being sent this input. The parameter passed in should be the name of the attachment.
- SetParentAttachmentMaintainOffset <string>**
Change this entity to attach to a specific attachment point on it's parent. Entities must be parented before being sent this input. The parameter passed in should be the name of the attachment. The entity will maintain it's position relative to the Parent's Origin and Angles at the time it is attached.
- ClearParent**
Removes this entity from its current **movement hierarchy**.
- Toggle**
(usage unknown)

Outputs

- OnUser1-4**
Fired in response to **FireUser1-4** inputs. See **User Inputs and Outputs**.
!activator = activator
- OnStartTouch**
Fired when an entity starts touching this trigger. The touching entity must pass this trigger's filters to cause this output to fire. **!activator** = **toucher**
- OnEndTouch**
Fired when an entity stops touching this trigger. Only entities that passed this trigger's filters will cause this output to fire. **!activator** = **exiting entity**
- OnEndTouchAll**
Fires when the last entity in the entity's area exits this trigger or when this entity is disabled. Only entities that passed this trigger's filters are considered. **!activator** = **last exiting entity**

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