



Cyber floor



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

Entity Description

A brush entity that will affect a player's orientation/gravity so that any face on the brush will become the floor when the player touches it. These are typically indicated with distinctive paths in [cyberspace](#).





Keyvalues

- Name**
Defines the name that other entities refer to this entity by.





Flags

None

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](#) .

Outputs

OnUser1-4 
Fired in response to [FireUser1-4](#)  inputs. See [User Inputs and Outputs](#) 
!activator  = activator

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Categories: [Support Pages](#) | [Outdated Game Info](#) | [Dystopia Entity Guide](#) | [Cyberspace Entities](#)

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](#)