



Cyber gravity



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

Entity Description

A point entity that, when activated by a **trigger_multiple**, will change a decker's physics from link (no gravity) to node (with gravity). Set the pitch-yaw-roll of this entity so that it points into the room with gravity, or it will not work properly.

Keyvalues

- **name**
Defines the name that other entities refer to this entity by.
- **Pitch Yaw Roll (Y Z X)**
This entity's angular orientation in the world (also used for angular effect entities).

Flags

None

Inputs

- **AddOutput <string>**
Adds an entity I/O connection to this entity. Format: <output name> <targetname>:<inputname>:<parameter>:<delay>:<max times to fire (-1 == infinite)>. Very dangerous, use with care.
- **FireUser1-4**
Causes this entity's OnUser1-4 outputs to be fired. See [User Inputs and Outputs](#)
- **GravityMe**
Changes the cyber gravity characteristics of the [activator](#)
- **Kill**
Removes this entity from the world.
- **KillHierarchy**
Removes this entity and all its children from the world.

Outputs

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

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