



Cyber ice



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

Entity Description

A solid, brush-based entity, used to protect cyber nodes that house **screens**. When active, it will only allow friendly deckers through, and enemy deckers must hack it (*Note: You can set ICE so it cannot be hacked, see **Flags***) or find another way around.

Orientation

The cyber ice MUST be linked to a dys_cyberscreen if you want the hack programs to show up on it. It gets the Orientation from the cyber screen. meaning the ice must be parellel to the surface of the cyberscreen. If you set your ice to non hackable then you can ignore this.

Keyvalues

- Name**
Defines the name that other entities refer to this entity by.
- Team**
Sets the owner of the ICE when it spawns.
<choices>

Literal Value	Description
0	Blocks Both Teams
2	Punks own/Can Pass
3	Corps Own/Can Pass
- Wedge Delay**
Sets how long it takes a wedge program to disable the ICE rather than the default? (Does not appear to be implemented)

Flags

- Enabled**
If checked, the ICE wall is on
Not checked, ICE can be created at this location from the associated **dys_cyberscreen** or by other game/map logic
- Hackable**
If checked, this ICE can be affected by cyberspace programs such as 'Wedge' and 'Break'
Not check, the ICE exists as is and can only be affected by game/map logic

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** .
- SetCorps**
Sets ownership of this entity to the Corp team
- SetPunks**
Sets ownership of this entity to the Punk team
- CrackIce**
Completely disables the ICE entity, allowing either team to pass
- Reactivate**
Restores the ICE entity, using the previously set team filter
- Wedgelce**
Temporarily removes the ICE entity allowing either team to pass

Outputs

- OnUser1-4**
Fired in response to **FireUser1-4** *inputs*. See **User Inputs and Outputs** .
- lactivator** = activator

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