



## Dys ammodisp



The correct title of this article is *"dys\_ammosp"*. The initial letter is capitalised due to technical restrictions.

### Entity Description



Places an ammo dispenser in the world. It will give ammo to all nearby players and show up on the radar automatically.

### Keyvalues

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

### Flags

- Disable Model**  
 Hides the model and makes the dispenser not solid in game.

### 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](#) .
- 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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