



Dys cyberscreen



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

Entity Description

Cyber VGUI Screen, used for hackable, map-logic controlling, screens. Can have protections applied to it, and an ICE entity associated with it (if named ICE entity is specified), and therefor required to be hacked.

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.
- Pitch Yaw Roll (Y Z X)**
This entity's angular orientation in the world (also used for angular effect entities).
- Panel Name <string>**
Name of the panel to use. The name must also match the .res filename used for the screen's layout (found in /scripts/screens/) and referenced in the *map_name_screens.txt* file in the *dystopia /maps/* directory.
- Overlay Material <string>**
Name of a material to overlay over the top of the VGUI screen.
Note: This material must write Z for the VGUI screen to work.
- Panel Width in World <integer>**
Width of the panel in units.
- Panel Height in World <integer>**
Height of the panel in units.

- Team**
Sets the owner of the screen when it spawns with protection specified (see below).
<choices>

Literal Value	Description
2	Punks own/Can Pass
3	Corps Own/Can Pass

- Start w/Protection**
Specifies type of protection level the screen should spawn with, if any.
<choices>

Literal Value	Description
0	None
1	Password Protected (weakest)
2	Encryption Protected (strongest)

- ICE entity name**
If there is an ICE entity blocking access to this screen, enter the entity name here

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**.
- SetInactive**
Disables screen
- SetActive**
Enables screen
- 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 its 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**.

Outputs

- Button1-6**
Fired in response to player actions (pressing or selecting parts of the VGUI screen) which correspond to screen areas defined in its associated *panel_name.RES* file.
- OnUser1-4**
Fired in response to **FireUser1-4** inputs. See **User Inputs and Outputs**.
!activator = activator

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