



Dys forcefield



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

Entity Description

A solid, brush-based entity, used to protect areas from one team or the other. When active, it will only allow friendly team members through.

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
2	Punks own/Can Pass
3	Corps Own/Can Pass

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** .
- Enable**
Enable this entity.
- Disable**
Disable this entity.
- SetCorps**
Sets ownership of this entity to the Corp team
- SetPunks**
Sets ownership of this entity to the Punk team

Outputs

- OnUser1-4**
Fired in response to **FireUser1-4** inputs. See **User Inputs and Outputs** .
- lactivator** = 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Categories: [Support Pages](#) | [Outdated Game Info](#) | [Dystopia Entity Guide](#) | [Cyberspace Entities](#)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](#)