



Dys forceloadout



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

Entity Description

An entity which, when triggered, forces the passed player entity into the defined class, with the selected weapon and implants. This does not kill players. Currently used for training/tutorial maps, not intended for game maps.

Keyvalues

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

Class
The class the players are to become.
<choices>

Literal Value	Player Class
1	Light
2	Medium
3	Heavy

Weapon
Defines the weapon the player should now have.
<choices>

Literal Value	Weapon (by Player Class -- Light, Medium, Heavy)
1	Shotgun, Assault Rifle, or Rocket Launcher
2	Laser Rifle, Grenade Launcher, or Minigun
3	Boltgun, MK808 Rifle, or Ion Cannon
4	Dual Smartlock Pistols, Tesla Rifle, or Basilisk

Flags

- Enhanced cyberdeck**
If checked, the player will have Enhanced cyberdecking capabilities.
- Cyberdeck**
If checked, the player will have some Basic cyberdecking capabilities.
- TAC scanner**
If checked, the player will have Tactical Scanning capability.
- Thermal**
If checked, the player will have Thermal vision capability.
- SWT**
If checked, the player will have Sound Wave Triangulation capabilities.
- IFFInfo**
If checked, the player will have enhanced Identification Friend or Foe information tracking capabilities.
- Cortex**
If checked, the player will have a Cortex bomb implanted in their head.
- Stealth**
If checked, the player will have a Stealth suit on with its optional protection.
- Mediplant**
If checked, the player will have Self & Team member Healing capabilities.
- Cold Suit**
If checked, the player will have a Cold suit on with its persistent protection.
- Leg Boosters**
If checked, the player will have Leg boosting capabilities.
- Sound Suppressor**
If checked, the player will have Sound suppression capability.
- Reflexes**
If checked, the player will have enhanced (Wired) Reflexes.
- SCS**
If checked, the player will have enhanced energy (Superconductor Capacitor Storage) capability.
- No melee weapon**
If checked, the player will spawn without a Katana (or Fatman Fist if the player is a Heavy).
- No secondary weapon**
If checked, the player will spawn without a Machine Pistol.
- No primary weapon**
If checked, the player will spawn without any Primary Weapons.
- No grenades**
If checked, the player will spawn without Grenades.

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.
- ForceLoadout**
Trigger the forced loadout onto all players.

Outputs

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

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Categories: Support Pages | Updated Game Info | Dystopia Entity Guide

navigation

- Main Page
- Community portal
- Current events
- Recent changes
- Random page
- Help

search

Go Search

toolbox

- What links here
- Related changes
- Special pages
- Printable version
- Permanent link