



Dys helper



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

Entity Description

This entity displays a "popup" message on the bottom of the player's screen, as seen in various dystopia v1.0 compatible maps such as [Broadcast](#)

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.
- .res file**
 Name of the resource (.res) file that is used to define the helper box that is to be displayed
 (files stored in /resources/helper/*.res) See [RES_Structure_Guide](#)
- Display Time**
 The amount of time in seconds that this information will be displayed on screen. *10 Seconds is default*
- Sound Name**
 An *additional* sound that will be played along with the default chime. (Can be used to play a .WAV containing additional verbal information for the player, or a sound effect relevent to the timing of the helper's display)

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](#).
- 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 it's 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](#).
- ShowToTeam**
 Specifies exact team to show the helper to when activated. (Most common useage and most reliable)
 <choices>

Literal Value	Description
2	Display to Punks
3	Display to Corps
- ShowToPlayer**
 Shows helper to player who triggered it
- ShowToAll**
 Show to all players when triggered
- ShowToPlayersTeam**
 Show to team of player who triggered it, team info may not pass through some entities. (Use ShowToTeam instead)

Outputs

- OnUser1-4**
 Fired in response to [FireUser1-4](#) inputs. See [User Inputs and Outputs](#).
`!activator` = activator

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