



Dys item





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

Entity Description

An entity that can be picked up and moved. Extremely usefull in "steal data" and CTF style maps. As of version 1.2, dys_item requires a [trigger_item](#) to detect whether someone is holding the item or not, as well as a host of other entities governing respawning, all of which is covered in the [CTF Mapping Guide](#).





Keyvalues

- **Name**
Defines the name that other entities refer to this entity by.
- **world model**
Name of the *model* (.mdl) file that is to be displayed and reacted with for this entity (files stored in /models/*.mdl) (Maximum string length: 128)
- **skin**
<integer> Some models have multiple versions of their textures called skins. Set this to a number other than 0 to use that skin instead of the default.
- **disableshadows**
<boolean > Used to disable dynamic shadow casting from this entity.
- **Filter**
<filterclass> Filter to use to see if activator triggers me. See the [filter_activator_name](#)  entity for further explanation.
The dys_item can only be picked up by people that pass this filter. If this is left blank, then anyone can pick up this item.
- **Respawn Delay**
Sets the time it will sit on the ground before it respawns.





Flags

- **Spawn only once**
I'm assuming that if this is checked the item wont respawn after the respawn time runs out..?

Inputs

- **AlternativeSorting**
?????????? [under construction]
- **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](#) .
- **DisableShadow**
Used to disable dynamic shadow casting from this entity.
- **EnableShadow**
Used to enable dynamic shadow casting from this entity.
- **Respawn**
Causes the dys_item to return to it's original location.
- **Skin**
<integer> Sets the skin of the entity's model. (Ignored if multiple skins are not defined for the model)

Outputs

- **OnUser1-4** 
Fired in response to [FireUser1-4](#)  inputs. See [User Inputs and Outputs](#) .
[Activator](#)  = activator
- **OnIgnite**
Fired when this entity is ignited (somehow)
- **OnPickup**
Fired when this entity is picked up by a player in the game
- **OnRespawn**
Fired when this entity respawns after being dropped

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