



Dys jackpoint



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

Entity description

A brush-based monitor that renders the view from a given `point_camera` entity in CyberSpace, and allowing a decker to enter cyberspace from this brush's location.

When a `dys_jackpoint` is created, the surface on which the view from the `point_camera` will be displayed must be assigned to a material that uses the special value `"_rt_Camera"` in its `$basetexture` property (such as the `dys_bwmonitor1a-4a`, `dys_monitor1a-4a`, `dys_transmonitor1a-4a` textures, etc.). It is also a good idea to 'Fill' the texture in the Face Edit dialog so the camera view isn't cut off.

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.

Origin (X Y Z)

`<origin>` The position of this entity's center in the world. Rotating entities rotate around their origin.

renderfx

`<choices>`

Literal Value	Description
0	Normal
1	Slow Pulse
2	Fast Pulse
3	Slow Wide Pulse
4	Fast Wide Pulse
5	Slow Fade Away
6	Fast Fade Away
7	Slow Become Solid
8	Fast Become Solid
9	Slow Strobe
10	Fast Strobe
11	Faster Strobe
12	Slow Flicker
13	Fast Flicker
14	Constant Glow
15	Distort
16	Hologram (Distort + fade)
17	Scale up
22	Spotlight FX
23	Cull By Distance (TEST)
24	Fade Wider Pulse

rendermode

`<choices>` Used to set a non-standard rendering mode on this entity. See also 'FX Amount' and 'FX Color'.

Literal Value	Render Mode	Description (Click for more info.)
0	Normal	Default rendering.
1	Color	Obsolete.
2	Texture	Plain opacity.
3	Glow	No Z buffer checks. Fixed size <i>on screen</i> .
4	Solid / Alphatest	Obsolete. (Use <code>alphatest</code> capabilities in materials instead.)
5	Additive	Obsolete. Add this entity's color to what's behind it.
7	Additive Fractional Frame	Obsolete? Blend between animation frames.
8	Alpha Add (Not in FGD.)	Add alpha.
9	World Space Glow	No Z buffer checks. Fixed size <i>in world</i> (as opposed to on screen).
10	Dont Render / None	Don't render.

FX Amount (0 - 255)

`<integer>` `renderamt` - How opaque the entity will be rendered. (0 is fully transparent, while 255 is fully opaque). Will not work if the `rendermode` keyvalue is set to `Normal` or `Dont Render`.

FX Color (R G B)

`<color255>` `rendercolor` - What color the entity will be rendered in (to the degree of the opacity set with `renderamt`).

Global Entity Name

`<string>` Name by which this entity is linked to another entity in a different map. When the player transitions to a new map, entities in the new map with globalnames matching entities in the previous map will have the previous map's state copied over their state.

InputFilter

Used to specify which inputs this entity will accept.

Literal Value	Description
0	Allow Everything
22	Touch/Untouch: Players
20	Touch/Untouch: Players & NPCs
16	Touch/Untouch: Players, NPCs, Pushables
18	Touch/Untouch: Players & Pushables
21	Touch/Untouch: NPCs
17	Touch/Untouch: NPCs & Pushables
19	Touch/Untouch: Pushables
6	Touch/Untouch & Use: Players
2	Touch/Untouch & Use: Players & Pushables
4	Touch/Untouch & Use: Players & NPCs
5	Touch/Untouch & Use: NPCs
1	Touch/Untouch & Use: NPCs & Pushables
3	Touch/Untouch & Use: Pushables
14	Use: Players
12	Use: Players & NPCs
8	Use: Players, NPCs, & Pushables
10	Use: Players & Pushables
13	Use: NPCs
9	Use: NPCs & Pushables
11	Use: Pushables

Start Disabled

`<boolean>`

disableshadows

`<boolean>` Used to disable dynamic shadow casting from this entity.

Minimum Light Level

`<integer>` `_minlight` -- The minimum level of ambient light that hits this brush.

Solidity

`<choices>` Used to control the solidity/collision of these brushes.

Literal Value	Description
0	Toggle
1	Never Solid
2	Always Solid

NPC class excluded from collisions

`<target_destination>` `excludednpc` -- If an NPC classname (i.e. `npc_zombie`) is specified here, NPCs of that type won't collide with these brushes.

Invert NPC class exclusion

`<boolean>` `invert_exclusion` -- If set, then the excluded NPC class will consider this brush solid, and all other NPC classes will consider it non-solid.

Solid BSP

`<boolean>` Set this if this brush is in hierarchy with a moving object of some kind, and the player can stand on this brush.

Shadows

`<boolean>` Set this if this brush casts lightmap shadows.

Camera Name

`<target_destination>` The `point_camera` in which the viewpoint is rendered from.

Flags

1 : Ignore Player +USE

If checked, deckers will not be able to jack into cyberspace with their 'USE' key, forcing them to use the 'FX' key or other configured key

If not checked, deckers can enter cyberspace with both their configured keys as well as the 'USE' key

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`.

Color <color>

Set the rendercolor.

Alpha <byte>

Set the renderamt.

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`.

Enable

Enable this entity.

Disable

Disable this entity.

DisableShadow

Turn shadow off.

EnableShadow

Turn shadow on.

SetExcluded

`<target_destination>` Set excludednpc

SetInvert

`<integer>` Set invert_exclusion

Outputs

OnJackIn

Fires when player jacks into cyberspace

OnJackOut

Fires when player exits cyberspace

OnUser1-4

Fired in response to `FireUser1-4` inputs. See `User Inputs and Outputs`.

`activator` = activator

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