



## Dys onscreeninfo



*This article has been **marked as new**, and may contain grammatical errors.*

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

### Entity Description

A static point entity which causes an Displays a icon similar to objective icons in the world, allowing it to display text on a crosshair over.

### Keyvalues

- Name**  
 Defines the name that other entities refer to this entity by.
- Parent**  
 Children move in hirarcy with their parent entitis.
- Info Text**  
 Defines the text to be shown to players.
- Max Draw Distance**  
 Defines the max distance the entity can be seen fully before fading out.  
 (For reference, the fade in distance is about 250units, setting the max distance lower than this will not make the entity visable).

### Flags

- Start Enabled for corps**  
 Allow corps to see the entity
- Start Enabled for punks**  
 Allow punks to see the entity
- Draw offscreen**  
 Cause the icon to 'stick' to the edge of the screen similar to objective icons, instead of disapearing entirely.
- Cyberspace**  
 Only make the entity visable in cyberspace
- CyberDeck**  
 Only make the entity visable to thoes with the cyberdeck implant

### 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* .
- SetText**  
 Change the displayed text on the fly.
- Disable**  
 Stop showing the entity to everyone.
- Enable**  
 Show the entity to everyone.
- EnablePunks**  
 Show the entity to Punks.
- EnableCorps**  
 Show the entity to Corps.
- EnableActivator**  
 Show the entity to a specific player after firing a trigger\_multiple/func\_button etc.

### 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](#) | [New Pages](#) | [Dystopia Entity Guide](#)

#### 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](#)