



## Dys screen



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

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### Entity Description

Meatspace VGUI Screen, for interactive panels in the meatworld

### Keyvalues

- *Name*  
The name that other entities refer to this entity by.
- *Parent*  
The name of this entity's parent in the movement hierarchy. Entities with parents move with their parents.
- *Pitch Yaw Roll (Y Z X)*  
This entity's orientation in the world. Pitch is rotation around the Y axis, yaw is the rotation around the Z asix, and roll is the rotation around the X axis.
- *Panel Name*  
The panel name (as defined in /maps/mapname\_screens.txt) to display on this panel. The name must also match the .res filename used for the screens layout (found in /scripts/screens/).
- *Overlay Material*  
Name of the material to overlay over the top of the VGUI screen. NOTE: This material must write Z for the VGUI screen to work.
- *Panel Width in World*  
Width of the panel in units.
- *Panel Height in World*  
Height of the panel in units.
- *Resolution Width*  
The resolution of the panel. NOTE: It helps to think of screens like computer monitors. Your screen has a width and a height, and a resolution. Usually the dimensions are expressed as a single value representing the diagonal length, and the resolution is a number such as 1024x768.
- *Resolution Height*  
The resolution of the panel.

### Flags

None

### Inputs

- *AddOutput* Adds an output to the screen
- *ClearParent* Clears the parent
- *Kill* Removes the entity from the world
- *KillHierarchy* Removes the entity and all entities which are parented to it (children) from the world
- *SetInactive* Disables the screen
- *SetActive* Enables the screen
- *SetParent* Sets the parent
- *SetText* Sets the text (Syntax unknown)

### Outputs

- *Button1-6* fires in response to buttons in the .res file

### Notes

To get the pannel to start as disabled, use a *logic\_auto* to fire a *SetInactive*

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