



Dys spawn



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

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Entity Description

This entity dictates the location of a spawn, and also has all the inputs/outputs to control spawning. The position of this entity also effects the spawn's radar positioning. It is effectively a spawn controller for a group of dys_spawn_points

Keyvalues

- *Team*
Which team the spawn starts as at the start of the map. Can be either neutral, punks or corps.
- *SpawnID*
This is important. This is used to set the order of which spawns should be in the map. The punk's first spawn should be set to 1 (1 = Punks HQ), and each spawn should be set in order after this (eg. corps first spawn 2, next spawn 3, etc) and then the corps last spawn should be set to the last number (in this case 4). If you get these numbers wrong, it will most likely make your map crash when you load it.

Note: Be sure to have all spawnids used up to the highest one, if you leave any gaps like having 1, 2, 4, 5 as spawnids your map will crash.

Flags

None

Inputs

- *Enable*
enables the spawn point
- *Disable*
disables the spawn point
- *Toggle*
changes the state of the spawn from disabled to enabled and vice versa
- *SetNeutral*
keeps the spawn enabled, but sets it to neutral so neither team spawns there but it still shows on the radar
- *SetPunks*
sets the spawn ownership to the punks team
- *SetCorps*
sets the spawn ownership to the corps team
- *SetTouched*
sets objective to the team of the person who activates the output. DO NOT USE THIS - it will cause things to break if players change teams.
- *ForceSpawn*
immediatly spawns any players waiting in the spawn queue

Outputs

- *OnCorpsCap*
fires this output when the spawn ownership is changed to corps
- *OnPunksCap*
fires this output when the spawn ownership is changed to punks

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