



## Dys spawn point



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

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## Entity Description

These are used to set the physical locations that players will spawn at. You should have at least 6 of these in each spawn location, they are controlled by dys\_spawn entities

## Keyvalues

- *SpawnID*  
Set this to match the dys\_spawn's spawnid, so it knows where to spawn the players it has in its queue

## Flags

- *Disable Model*  
Disables the model: Note that the player will fall a few units once spawned, thus they will not be able to change loadout

## Inputs

*None*

## Outputs

*None*

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