



Func monitor



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

Contents [hide]

- 1 Entity Description
- 2 Keyvalues
- 3 Flags
- 4 Inputs
- 5 Outputs

Entity Description

This brush entity is used to render a camera view of another part of the map. All you have to do is apply the appropriate monitor texture to this brush entity (dev_monitor* for _rt_Camera camera's, dys_monitor1* for camera1 cams, dys_monitor2* for camera2 cams etc). The engine checks if the monitor is in line of sight to the player to decide which ones will be rendered, For interactive monitors, see dys_screen / dys_cyberscreen (for cyberspace screens)

For extra Non-Dystopia Specific information: see [Valve's SDK Article](#)

Keyvalues

- *Camera name*
The name for the camera it will render on the face of the monitor.

Flags

- *Enable Microphone*
Allows audio to be passed through

Inputs

- *Enable*
- *Disable*
- *SetCamera*
Sets the camera to use for this monitor. Takes the name of a point_camera entity in the map.

Outputs

None

Retrieved from "http://www.dystopia-game.com/wiki/index.php?title=Func_monitor

Categories: [Support 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](#)