



Trigger item



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

Entity Description

The trigger corresponding to `dys_item`, used to detect whether or not the client is holding an item.

Keyvalues

Name <String >

The name that other entities refer to this entity by.

Parent <String >

The name of this entity's parent in the movement hierarchy. Entities with parents move with their parents.

Note: If a trigger does not start out with a parent, but rather gets one during run-time, this value should be set to a static entity. This is so the entity's solidity is set to VPhysics rather than BSP.

Origin (X Y Z) <Origin >

The position of this entity's center in the world. Rotating entities typically rotate around their origin.

Start Disabled <Boolean >

Whether or not the entity starts disabled.

Global Entity Name

Name by which this entity is linked to another entity in a different map. When the player transitions to a new map, entities in the new map with globalnames matching entities in the previous map will have the previous map's state copied over their state.

Filter Name <Targetname >

Filter to use to see if activator triggers me. See `filter_activator_name` for details.

ItemsRequired

How many items are required to fire the trigger.

Item Name

If a special type of item is required, enter its name here. Assumed but not confirmed that if left blank, would fire on any item.

Flags

Trigger only once

Triggers only once

Inputs

Clear Parent

Removes this entity from its current movement hierarchy.

Enable

Enables this entity to perform its task. It might also disappear from view.

Disable

Disables this entity from performing its task. It might also disappear from view.

Reset

??? Assumed that it caused the entity to reset in some form?

SetParent <Targetname>

Move with this entity.

SetParentAttachment <String>

Attach to a named attachment on the current parent. The entity will teleport so that the position of its root bone matches that of the attachment.

SetParentAttachmentMaintainOffset <String>

As above, but without teleporting. The entity retains its position relative to the attachment at the time of the input being received.

Toggle

Toggles this trigger between enabled and disabled states.

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`.

Outputs

OnEndTouch

Fires the trigger when a client stops touching the trigger.

OnEndTouchAll

Fires the trigger when all clients stop touching the trigger.

OnItem

Fires the trigger when a client carrying an item touches the trigger.

OnStartTouch

Fires the trigger when a client starts touching the trigger.

OnStartTouchAll

Fires the trigger when all clients start touching the trigger.

OnUser1-4

Fired in response to `FireUser1-4` inputs. See `User Inputs and Outputs`.

`!activator` = activator

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

Categories: Support Pages | Updated Game Info | 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