Новые энтити

Новые энтити			
ambient_music	env_counter	func_clock	trigger_bounce
generator	env_customize	func_light	trigger_changeparent
hud_sprite	env_dynlight	func_monitor	trigger_command
info_compile_parameters	env_local	func_physbox	trigger_gravity_field
info_portal_destination	env_model	func_platform	trigger_impulse
info_texlights	env_particle	func_portal	trigger_inout
item_generic	env_projector	func_screenmovie	trigger_lightstyle
train_setspeed	env_rain	func_traindoor	trigger_onsight
scripted_trainsequence	env_rainmodify		trigger_playerfreeze
momentary_rot_door	env_sky		trigger_sound
monster_target	env_spritetrain		trigger_startpatrol
multi_switcher	env_static		
multi_watcher	env_warpball		
physboxmaker			
player_keycatcher			
pushablemaker			

Новое у стандартных энтить Half-Life

В целях экономии места здесь приводится описание только новых настроек, старые пропускаются.

Разумеется, и о назначении энтить упомянуто не будет, поскольку они привычны всем мапперам под Half-Life и Counter-Strike 1.6.

Новое у стандартных энтить Half-Life			
env_beam	func_button	trigger_auto	gibshooter
env_fade	func_conveyor	trigger_camera	info_player_start
env_funnel	func_door (func_door_rotating, func_water)	trigger_changetarget	info_target
env_laser	func_plat (func_platrot)	trigger_multiple	light (light_spot, light_environment)
env_render	func_pushable	trigger_once	momentary_door
env_shooter	func_rotating	trigger_push	momentary_rot_button (momentary_rot_door)
	func_tank (func_tankrocket, func_tankmortar, func_tanklaser)	trigger_relay	monster_alien_grunt
	func_tankcontrols	trigger_teleport	monster_barney
	func_trackautochange		monster_generic
	func_trackchange (func_trackautochange)		monster_human_grunt
	func_tracktrain		multisource

func_train		multi_manager
		path_track
		player_weaponstrip
		scripted_sequence
		weapon_cycler
		worldspawn

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Last update: **2013/08/14 11:55**