

## Глобальные параметры

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## Новые энтити

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

## Новое у стандартных энтити Half-Life

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

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

| Новое у стандартных энтити Half-Life |   |                                      |   |
|--------------------------------------|---|--------------------------------------|---|
| <a href="#">env_beam</a>             | <a href="#">func_button</a>   | <a href="#">trigger_auto</a>         | <a href="#">gibshooter</a>  |
| <a href="#">env_fade</a>             | <a href="#">func_conveyor</a>   | <a href="#">trigger_camera</a>       | <a href="#">info_player_start</a>   |
| <a href="#">env_funnel</a>           | <a href="#">func_door</a><br>( <a href="#">func_door_rotating</a> , <a href="#">func_water</a> )                                    | <a href="#">trigger_changetarget</a> | <a href="#">info_target</a>   |
| <a href="#">env_laser</a>            | <a href="#">func_plat</a> ( <a href="#">func_platrot</a> )  | <a href="#">trigger_multiple</a>     | <a href="#">light</a> ( <a href="#">light_spot</a> ,<br><a href="#">light_environment</a> ) |
| <a href="#">env_render</a>           | <a href="#">func_pushable</a>   | <a href="#">trigger_once</a>         | <a href="#">momentary_door</a>  |
| <a href="#">env_shooter</a>          | <a href="#">func_rotating</a>   | <a href="#">trigger_push</a>         | <a href="#">momentary_rot_button</a><br>( <a href="#">momentary_rot_door</a> )              |
|                                      | <a href="#">func_tank</a> ( <a href="#">func_tankrocket</a> ,<br><a href="#">func_tankmortar</a> , <a href="#">func_tanklaser</a> ) | <a href="#">trigger_relay</a>        | <a href="#">monster_alien_grunt</a>   |

|  |  |                                  |                                     |
|--|--|----------------------------------|-------------------------------------|
|  | <a href="#">func_tankcontrols</a>  | <a href="#">trigger_teleport</a> | <a href="#">monster_barney</a>      |
|  | <a href="#">func_trackautochange</a>   |                                  | <a href="#">monster_generic</a>     |
|  | <a href="#">func_trackchange</a><br>( <a href="#">func_trackautochange</a> ) |                                  | <a href="#">monster_human_grunt</a> |
|  | <a href="#">func_tracktrain</a>  |                                  | <a href="#">multisource</a>         |
|  | <a href="#">func_train</a>   |                                  | <a href="#">multi_manager</a>       |
|  |  |                                  | <a href="#">path_track</a>          |
|  |  |                                  | <a href="#">player_weaponstrip</a>  |
|  |  |                                  | <a href="#">scripted_sequence</a>   |
|  |  |                                  | <a href="#">weapon_cycler</a>       |
|  |  |                                  | <a href="#">worldspawn</a>          |

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