



Dys emp



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

Entity Description

A static point entity which causes an EMP (*Electro-Magnetic Pulse*) effect to surrounding players, temporarily disrupting/disabling their implants.





Keyvalues

- **Name**
Defines the name that other entities refer to this entity by.
- **Explosion radius**
Defines how large an area is affected by the entity. Players within this radius will have their implants disrupted.
(For reference, the **EMP grenade**'s radius is 256 units).
- **Explosion damage**
Defines how much associated physical damage is also meeded out with the EMP's disruption.
(For reference, the **EMP grenade**'s damage is 25 units).




Flags

none

Inputs

- **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** .
- **Explode**
Trigger the EMP effect on surrounding players.
- **SetDange**
Used to change the amount of damage the EMP entity will meed out.
- **SetRadius**
Used to change the area of effect of the EMP entity.

Outputs

- **OnUser1-4** 
Fired in response to **FireUser1-4**  inputs. See **User Inputs and Outputs** .
!activator  = activator

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Categories: [Support Pages](#) | [Outdated Game Info](#) | [Dystopia Entity Guide](#)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](#)