Miltech Mission Hub

Circle Trigger

A trigger based on a circular area in the world. You can set it to trigger when the player enters, is inside, or exits the area.

Attributes

Attribute	Description
Active On Start	**Enabled:** the trigger will start evaluating the trigger conditions as soon as the missions starts **Disabled:** you need to activate this trigger during the mission
Fire Once	**Enabled:** the trigger will deactivate (stop evaluating) when it fires a connection for the first time **Disabled:** the trigger will keep firing the connected events until it is deactivated
Radius	Radius of the circle in meters

Actions

Action	Description
Activate	The trigger start evaluating the trigger conditions
Deactivate	The trigger will stop evaluating the trigger conditions

Events

The events are only fired when the trigger is active

Event	Description
On Enter	Fires when the player goes from outside to inside the area
While Inside	Fires when the player is inside the area (also if the player is already inside when the trigger is activated)
On Exit	Fires when the player goes from inside to outside the area

See also

Rectangle Trigger