Overview

The area objects are used to create three dimensional zones in the level that can be used to trigger events. Access the Area Objects on The RollupBar.

AreaBox

This entity lets you create a box to which you can link triggers and other entities that should be enabled when the player enters or leaves the box.

Params	Descriptions
AreaId	Sets up the ID of the area, so areas with another ID can overlap.
FadeInZone	Specifies in meters how big the zone around the box is that is used to fade in the effect attached to the box. Only when the player is inside the box the effect is rendered at 100%, at the beginning of the FadeInZone its rendered at 0%.
Width	Specifies how wide the box is.
Length	Defines how long the box is.
Height	Specifies how high the shape area should be (0 means infinite height).
GroupId	Sets up the Group ID of the area, so areas with another group ID can overlap.
Priority	Defines the Priority so areas with a higher priority will be processed first.
ObstructRoof	**DEPRECATED -** This enables if the roof should be obstructed.
ObstructFloor	**DEPRECATED -** This enables if the floor should be obstructed.
Filled	Just for visibility in the editor this option defines if the area should be rendered as filled or not.
DisplaySoundInfo	Enable to expand Sound Obstruction options.

AreaSolid

Please see the AreaSolid documentation for more information.

AreaSphere

To the AreaSphere you can link triggers and other entities that should be enabled when the player enters or leaves the sphere.

Params	Descriptions
AreaId	Sets up the ID of the area, so areas with another ID can overlap.
FadeInZone	Specifies in meters how big the zone around the box is that is used to fade in the effect attached to the box. Only when the player is inside the box the effect is rendered at 100%, at the beginning of the fadeinzone its rendered at 0%.
Radius	Specifies how big the sphere should be.
GroupId	Sets up the Group ID of the area, so areas with another group ID can overlap.
Priority	Defines the Priority so areas with a higher priority will be processed first.
Filled	Just for visibility in the editor this option defines if the area should be rendered as filled or not.

FogVolume (Obsolete)

Obsolete

⚠️ Please use the Render Entities document for information on properly setting up a FogVolume Entity.

Adds a volumetric fog effect to the place where this entity is placed.

Params	Descriptions
Width	Specifies how wide the Fog Volume is.
Length	Defines how long the Fog Volume is.
Height	Lets you choose how high the FogVolume is.
ViewDistance	Sets up at what distance the fog volume effect should be not working anymore.
Shader	Lets you choose which shader is used for the top surface of the fog effect.
Color	Lets you choose which color is used for the fog effect.

LightBox

Please see the Light Boxes and Light Shapes documentation for more information.

LightPropagationVolume

Please see Irradiance Volumes - CE3.6 (deprecated) for more information. Irradiance Volumes were renamed to Light Propagation Volumes.

LightShape

Please see the Light Boxes and Light Shapes documentation for more information.

OccluderArea

An Occluder Area allows you to create an occlusion plane out of a custom shape with multiple edges, unlike an Occluder Plane object which can only be a square shape.

The purpose of this object is to stop the engine from rendering everything that is behind it. It is used for performance optimization in areas where automatic occlusion from brushes and terrain don't work very well.

Params	Descriptions
DisplayFilled	Just for visibility in the editor this option defines if the area should be rendered as filled or not.
CullDistRatio	Specifies at what distance the culling effect should stop occurring.
UseIndoors	Specifies if the occluder area should be working inside an indoor visarea.

OccluderPlane

An Occluder Plane can be used to occlude objects behind the plane. Like Occluder Area's, this typically isn't required because occlusion is done automatically through the assets, these can be used as a fallback method.

Params	Descriptions
Height	Specifies how high the occluder plane is.
DisplayFilled	Just for visibility in the editor this option defines if the plane should be rendered as filled or not.
CullDistRatio	Specifies at what distance the culling effect should stop occurring.
UseIndoors	Specifies if the occluder plane should work inside a visarea.
DoubleSide	Specifies if the occluder plane should work from both sides.

Portal

Please see the VisArea and Portals tutorial for more information.

Shape

This object lets you create a shape to which you can link triggers and other entities that should be enabled when the player enters or leaves the area shape.

Params	Descriptions
Width	Specifies how wide the entity is.
Height	Specifies how high the shape area should be (0 means infinite height).
AreaId	Sets up the ID of the area, so areas with another ID can overlap.
GroupId	Sets up the Group ID of the area, so areas with another group ID can overlap.
Priority	Defines the Priority so areas with a higher priority will be processed first.
Closed	Sets if the area should be closed or if it should be just a line.
ObstructRoof	**DEPRECATED -** This enables if the roof should be obstructed.
ObstructFloor	**DEPRECATED -** This enables if the floor should be obstructed.
DisplayFilled	Just for visibility in the editor this option defines if the area should be rendered as filled or not.
DisplaySoundInfo	Enable to expand Sound Obstruction options.
Agent_height	When Render_voxel_grid is enabled this determines the height - along the y axis - of the grid cells rendered.
Agent_width	When Render_voxel_grid is enabled this determines the height - along the x axis - of the grid cells rendered.
Render_voxel_grid	If true, voxel grid will be rendered when helpers are enabled.
voxel_offset_x	Offset voxel grid on the X axis.
voxel_offset_y	Offset voxel grid on the Y axis.

VisArea

Please see the VisArea and Portals tutorial for more information.

WaterVolume

Please see the WaterVolumes article for more information.