

序号	实体名称（首字母索引）	官方说明	注解说明	备注	测试
点实体列表（283）					
	A				
1	ai_speechfilter	An entity that can be used to control the idle speech patterns of a set of NPCs.	可以用来控制一个NPC的设置闲置时的语音模式的实体	不创建NPC单位	
2	ambient_creatures	Client-side dynamic prop.	客户端的动态物品。在DOTA中被用来制作环境生物	可以被用作地形代理，来制作dota2环境生物	√
3	ambient_generic	Universal ambient sound. Use it to play and control a single sound.	通用的环境音效. 用该实体播放并控制一个声音	在DOTA2中被用来使用播放号角声音	√
	B				
4	beam_spotlight	-	聚光灯式的能量束（光线）		
	C				
5	color_correction	An entity to control the color correction in the map.	一个控制地图的色彩校正的实体		
6	cycler	An entity used to display a model for testing purposes. Shooting it with cycle through the model's animations.	用于显示模型的实体. 设计它以播放模型的动作.	只是显示和播放动作	
	D				
7	dota_color_correction	An entity to control the color correction in the map.	（dota）一个控制地图的色彩校正的实体		√
8	dota_custom_game_events	Controls custom user defined game events. Only one game events entity per map can be defined. If "ent_dota_game_events" is present, delete it.	控制自定义用户定义的游戏事件。地图中仅能存在一个事件实体，如果ent_dota_game_events存在，删除它		√
9	dota_displacement_visibility	Entity that can hide a displacement		实体可以隐藏一个位移	
10	dota_item_rune_spawner	A marker for where runes spawn.	刷神符的实体		√
11	dota_item_spawner	-	刷物品的实体		√
12	dota_minimap_boundary	Used by the console command dota_minimap_create to define the min/max coordinates for taking minimap images. Two are required per map in opposite corners. The z difference between the two defines the image depth.	定义小地图边界的实体		
13	dota_prop_customtexture	Custom texture prop.	自定义材质物品	功能多样，可用来制作播放动画用实体	√
14	dota_world_particle_system	Dota world particle system.	Dota的粒子系统实体	可以控制昼夜粒子	√
	E				
15	ent_dota_dire_candybucket	used in Diretide event) Spawns a Dire candy bucket.	（夜魔暗潮）夜魔方的糖果篮实体		√
16	ent_dota_fountain	The Fountain	dota基地泉水实体		√
17	ent_dota_game_events	Fires outputs based on predefined game events.	游戏事件实体	出生点预设	√
18	ent_dota_halloffame	The Hall of Fame.	冠军盾信息实体	在dota2地图中被用来制作泉水基地的冠军盾	√

19	ent_dota_lightinfo	Controls localized lighting settings in a radius. This can override global settings.	控制着一个个局部区域的光照设置，每张地图里都包含一个env_global_light和env_fog_controller 实体文件，他们控制的内容基本都可以由ent_dota_lightinfo entities进行平行控制。	出生点预设 想想在Dota2地图上从天辉穿梭到夜魔时那些变化的光照效果，这个功能在这其中发挥出了巨大的作用，而且地图上不同的光照效果也正是大家所需要的。 在一个地图上能存在多个光照实体，任意两个或者多个光照的外圈半径重叠起来时，会产生平均过渡，但是内圈半径的效果则不会相互干扰。	√
20	ent_dota_radiant_candybucket	(used in Diretide event) Spawns a Radiant candy bucket.	（夜魔暗潮）天辉方的糖果篮实体		√
21	ent_dota_shop	Creates a Dota item shop.	商店实体	dota中的商店商人	√
22	ent_dota_tree	Creates a Dota tree. Trees have collision, block fog of war visibility, and can be destroyed. Note: it's far faster to place trees via the Tile Editor tool.	dota树的实体	dota中的树具有碰撞体积，战争迷雾并且可被破坏	√
23	ent_fow_blocker_node	Blocks fog of war along a line to its target.	战阵迷雾锁定实体	参考Roshan效果	√
24	ent_fow_revealer	Reveals fog of war in a radius.	显示一个区域的战争迷雾	圆形范围内，在dota地图中用于点亮夜魔岩浆区域的落石	√
25	ent_sugar_rush	Sugar Rush spot for Roshan.	（夜魔暗潮）肉山的糖果		√
26	env_beam	An entity that creates a visible beam between two points. The points can be attached to entities to make the beam move around.	创建两个实体（info_target）之间可见的能量束，可以是一线也可以是环状.		
27	env_beverage	HL1 Legacy: Beverage Dispenser.	饮料自动售货机，像黑山那样提供罐装饮料，补充血		
28	env_blood	An entity used to spawn blood effects.	产生鲜血的实体，产生一个动画的血液如走过后留下血脚印或血液喷射在墙上.		
29	env_clock	-			
30	env_credits	-	一个控制滚动出现制作人员的实体		
31	env_deferred_light	Deferred light entity.	创建一个小的、无阴影效果的光照，类似于一个点光照，这个光照实体可以从它的源点产生光线出来。通常用于火炬，火焰等。	点光源，可参考dota2中神符刷新点光照	√
32	env_deferred_light_client_only	-	局部光照实体（客户端）		√
33	env_deferred_spot_light	Deferred spot light.	局部聚光灯		√
34	env_dof_controller	An entity that controls the depth of field settings for the player. Depth of field simulates camera blur of out-of-focus regions of the scene.			
35	env_dustpuff	An entity that can emit dust puffs.	能发出阵阵灰尘的实体，灰尘的大小和透明度不能被调节，但颜色是可调的，只能被引发		
36	env_effectscript	An entity that allows you to script special visual effects via a script file.	允许你通过一个脚本文件来制造特殊视觉效果的实体，只能被引发.		
37	env_entity_igniter	An entity that catches a target entity on fire. If the entity is an animating model, it will have sprite flames attached to its skeleton. Otherwise the entity will emit particle flame puffs.	点火器，使目标实体着火		
38	env_entity_maker	Spawns the specified entity template at its origin. If set to auto-spawn, it will spawn the template whenever there's room and the player is looking elsewhere.	凭空生成指定的实体模板或模型，可以自动控制还可以人工控制	就像工厂生产的箱子只要条件允许会被源源不断的生产出来	

39	env_explosion	An entity that creates an explosion at its origin.	产生爆炸的实体		
40	env_fade	An entity that controls screen fades.	一个控制屏幕渐变效果的实体.和带了个变色眼镜差不多		
41	env_fire	An entity that handles a single flame at its origin. The flame causes heat 'damage' to other env_fire entities around it, and will eventually ignite non-flaming env_fire entities nearby, causing the fire to spread.	制造火焰的实体，火焰可蔓延开去，在液体里也可呈现	无声无光的火焰	
42	env_firesensor	An entity that detects changes in heat nearby.	一个侦测附近热量变化的实体		
43	env_firesource	An entity that provides heat to all nearby env_fire entities. Cannot be extinguished.	它提供热量给附近所有的env_fire实体		
44	env_fog_controller	An entity that controls the fog and view distance in the map.	产生雾气的实体，通过控制雾气的大小来控制可视距离	出生点预设	√
45	env_funnel	HL1 Legacy: Large Portal Funnel	该实体会创造出一大堆发光的点或是其他spr，慢慢汇聚到一个中心的发光点的效果	在新的FGD里已经没有使用价值了	
46	env_global_light	Defines global light settings.	这个变量控制着地图的全局光照，这里的有些设置是全局性的，其他的变量则被ent_dota_lightinfo控制着。	出生点预设	√
47	env_hudhint	An entity to control the display of HUD hints. HUD hints are used to show the player what key is bound to a particular command.	该实体是用来控制显示HUD的提示.在金钱上方会出现提示语句		
48	env_instructor_hint	An entity that allows for creation and control of instructor lessons by map logic			
49	env_laser	An entity that creates a laser beam between itself and a given target.	这个实体自己和另外一实体之间会出现一道光束.		
50	env_lightglow	An entity that puts an additive glow in the world, mostly used over light sources.	添加一团光晕效果，如隧道尽头的光晕、灯的光晕等		
51	env_line_occluder	A test entity for line occluding for the fog of war system.		(一个测试的线性战争迷雾)	
52	env_message	An entity that draws a text message on player's HUDs	输出文字信息和声音的实体		
53	env_microphone	An entity that acts as a microphone. It works in one of two modes. If it has a 'Speaker' set, it picks up all sounds within the specified sound range, and rebroadcasts them through the Speaker entity. In this Speaker mode, it ignores the Hears X spawnflags and does not fire the SoundLevel output. If it has no Speaker set, it measures the sound level at a point, and outputs the sound level as a value between 0 and 1. In Measuring mode, it only hears sounds that match the Hear X spawnflags.	作为麦克风的实体，两种模式1扬声器模式：如果有声音对麦克风发出就会在指定范围播放2测量模式：实体会测量声音的强弱		
54	env_occluder	A test entity for radius occluding for the fog of war system.		(一个测试的圆形战争迷雾)	
55	env_particle_performance_monitor	An entity for turning on and off measuring and display of particle throughput.			
56	env_particlelight	An entity that can be used to light the smoke particles emitted by env_smokestack entities. Does not light any other particle types.	用来照亮env_smokestack实体的，为这烟雾粒子提供照明和添加颜色.	env_smokestack实体是吐出一连串的烟	
57	env_particlescript	An entity that has special animation events that can be fired by a model with an animation inside its .qc designed foruse by this entity.	这个实体会播放MDL的特殊动画，需要被触发。（models/Ambient_citadel_paths.mdl）		
58	env_physexplosion	An entity that creates an explosion at its origin. If the no-damage spawnflag is set, the explosion won't be visible, but will apply force to any physics objects within its radius.	引发爆炸的实体. 如果设置为无伤害模式,爆炸会不可见，但是会给爆炸范围内的物理道具施加一个力.就像爆炸的冲击波一样		

59	env_physimpact	An entity that will cause a physics impact on another entity.	一个会在其他实体上造成物理效应的实体		
60	env_player_surface_trigger	An entity that monitors the material of the surface the player is standing on, and fires outputs whenever it changes to/from a specific material.	该实体可以监控表面材料，像HL2里踩上沙地引出蚁狮出现，退出沙地就不引发蚁狮出现		
61	env_projectedtexture	Projected texture entity.			
62	env_rotorshooter	An entity that creates gibs when it's within the influence of a helicopter's rotor wash.	同env_shooter		
63	env_rotorwash_emitter	Creates rotorwash.	制造旋翼气浪效果		
64	env_screeneffect	Allows screenspace effects to be played on the player's view.	一个在玩家屏幕上制造效果的实体		
65	env_screenoverlay	An entity that can display and control a set of screen overlays, to be displayed over the player's view. Useful for view effects like drunkenness, or teleporter afterimages, etc.	一个可以播放和控制屏幕叠加的实体, 在垂直于玩家视角的位置播放. 可以制造诸如喝醉, 或是传送后在眼中留下的残影, 等等		
66	env_shake	An entity to control screen shake on players.	控制玩家屏幕晃动的实体. (可以模拟地震、冲击波、过往的车辆)		
67	env_shooter	An entity that shoots models, or sprites, out of its origin.	从实体中心喷出模型和粒子等	还记得hl2从管道里喷出的残肢断臂么！	
68	env_sky	-	模拟天空环境的实体（类似天空盒）	新增实体，可以创建一个简单球面天空盒，需要基于shader:sky 贴图支持	√
69	env_smokestack	An entity that spits out a constant stream of smoke. See particlezoo.vmf for sample usage. You can place up to two env_particlelight entities near the smoke stack to add ambient light to its particles.	制造大量烟雾的实体		
70	env_smoketrail	An entity that creates a smoke trail.	制造出一串烟雾的实体		
71	env_soundscape	An entity to control sound in an area. The active soundscape at any time is the last one that had line-of-sight to the player, and was within the radius.	改变玩家当前背景音效，并定义该音效的发声位置。音效会持续播放到另一个此类实体接管控制。只有当玩家处于作用范围内且视野内可见该实体时才会生效。若玩家处于多个该实体作用范围内，则距离玩家最近的实体生效。	非常重要的实体！用来创作区域音效，出现在dota2 tutorial地图中	√
72	env_soundscape_proxy	An entity that acts like a soundscape but gets all of its sound parameters from another env_soundscape entity.	该实体像一个音景一样起作用，但它的所有声音参数从另一个env_soundscape实体获取.这是非常有用的在同一个地区没有明确的视线时，因而需要几个相同的音景实体。这个实体继承了被继承实体除半径之外的所有参数		√
73	env_soundscape_triggerable	An entity that works like env_soundscape except that it works in conjunction with trigger_soundscape to determine when a player hears it.	一个像env_soundscape一样工作的实体，只是它与一个trigger_soundscape一起 工作来确定玩家何时听到它		
74	env_spark	An entity used to create sparks at its origin.	产生火花的实体		
75	env_splash	An entity that creates a splash effect at its origin. If the 'find water surface' spawnflag is set, it will instead trace down below itself to find the water surface on which to create splashes.	创建一个水面飞溅效果	当然不一定非要在水面上产生	
76	env_sprite	An entity that controls the drawing of a sprite in the world.	控制在地图中播放一个效果的实体		

77	env_sprite_oriented	A env_sprite that allows orientation.			
78	env_sun	An entity to control & draw a sun effect in the sky.	在天空制造出太阳或月亮的实体	DOTA2中测试无效	×
79	env_texturetoggle	An entity that allows you to change the textures on other brush-built entities.	一个允许你改变一个网格材质的实体	(为了env_texturetoggle正常工作，你的叠加或是固体的至少一个面应当用一个有ToggleTexture定义的指向一个至少有两帧的VTF文件的VMT材质。)	
80	env_tilt	-			
81	env_tonemap_controller	-	色调图控制实体	出生点预设	√
82	env_viewer	A test entity for viewing for the fog of war system.	用于查看战争迷雾的测试实体。		
83	env_viewpunch	Causes a view punch on players.	在玩家的视角造成像挨了一拳的效果		
84	env_wind	An entity to control wind in the map. Partially functional.	在地图中控制风的实体	出生点预设	√
85	env_wind_clientside	-	在地图中控制风的实体,本地客户端实体		√
86	env_zoom	An entity that can be used to control the player's FOV. Useful for scenes where the player's view is being controlled, or player-usable binoculars/telescopes, etc.	一个改变玩家FOV的实体，用于当玩家视野被强行控制时, 或玩家使用望远镜时，等等.	(field of view简写FOV，指一个人或摄像头的视野的外围之间的最大角度，HL2的预设值为75度)	
F					
87	filter_activator_class	A filter that filters by the class name of the activator.	一个根据引发者的类名称来过滤的过滤器	被用在dota2tutorial m2中，让玩家开局只能选择火枪手，以及爬上悬崖的潮汐	√
88	filter_activator_context	A filter that filters by a context on the activator.			
89	filter_activator_mass_greater	A filter that filters by the mass of the activator.			
90	filter_activator_model	A filter that filters by the model of the activator.			
91	filter_activator_name	A filter that filters by the name of the activator.	一个根据激活者的名称来过滤的过滤器		
92	filter_damage_type	A damage filter that filters by the type of damage inflicted. This can only be used as a damage filter, not as an activator filter.			
93	filter_dota	-			
94	filter_enemy	A filter that filters a potential enemy entity by a set of criteria.			
95	filter_los	-			
96	filter_multi	A filter that tests the activator against multiple filters. This allows you to build more complex filters, such as 'Allow anyone on Team 1 who is also class engineer', or 'Allow everyone except classes npc_zombie and npc_headcrab'.	一个测试多个过滤器的激活者的过滤器. 它允许你建立复杂的过滤系统		
97	filter_proximity	-			
98					
99	func_fish_pool	Creates a school of interactive fish that swim near this entity.	在这个实体周围制造一群游动的鱼		

100	func_instance	An entity for placing an instance of a prefab map file. You may translate and rotate this entity. You can use the replace keys to do parameter changes on the instance contents. In a \$ at the beginning of a variable name. Then just use the \$variable name inside of the instance contents on any value portion of a key/value pair.			
101	func_ladderendpoint	An entity used to specify the endpoints of a ladder. This entity is functional, but has been replaced by the easier-to-use func_useableladder entity. Left in only for backwards-compatibility! To be valid, a full sized player hull traced between the start and end points must not be obstructed at level activation time. The angle determines in which direction the player leaves the ladder if the player presses the +jump button. Note: This entity is non-functional in Counter-Strike: Source. In CS:S, use func_ladder instead.		hl2里的梯子	
102	func_orator	A very simple model entity that has animations and response rules.			
103	func_timescale	Adjust the time scale of the server and client.			
104	func_useableladder	A Half-Life 2 ladder. Handles player auto mount/unmount, as well as +use to get onto the ladder. See also 'info_ladder_dismount', used to specify ladder auto-dismount points. Note: This entity is non-functional in Counter-Strike: Source. Use func_ladder instead.		hl2里的梯子	
	G				
105	game_end	An entity that ends a multiplayer game.	结束游戏进入下张地图，只结束多人游戏对单人游戏不起作用.		
106	game_gib_manager	An entity to control the number of gibs in the world, for performance reasons.	为了真实的表现而控制地图中碎片的数量.		
107	game_player_equip	An entity that gives equipment to the player who activates it. To use, add new keys to this entity, where each key is the classname of a weapon/item, and the corresponding value is the number of those weapons/items to give to the player who uses this entity. If the 'Use Only' spawnflag isn't set, then players can just touch this entity to get the equipment.	给玩家武器的实体，当然你也可以在游戏开始时不给任何武器。		
108	game_player_team	An entity that changes the team of the player who activates it.	一个改变激活者队伍的实体		
109	game_ragdoll_manager	An entity to control the number of ragdolls in the world, for performance reasons.	为了真实的表现而控制地图中布娃娃数量的实体	被用在dota2所有地图中，布娃娃管理系统	√
110	game_score	An entity that awards/deducts points from the player who activates it.	一个实体，激活它的玩家的加上/扣除分		
111	game_text	An entity that displays text on player's screens.	在玩家屏幕上显示文字的实体		
112	game_ui	An entity used to override player input when the player is looking at	重新定义了玩家输入的实体，如:玩家可以在地图里控制汽车像遥控车一样		
113	game_weapon_manager	An entity used to limit the number of a particular weapon type in the world. Useful in places where NPCs are spawning rapidly, dying, and dropping weapons.	限定游戏中允许的武器类型的实体		
114	gibshooter	An entity that shoots out gibs. Style of body part depends on language type.	一个喷射带血骷髅和残肢的实体		

	H				
115	hammer_updateignorelist	Specifies entities that are to be ignored by the hammer_update_safe_entities console command. Enter the targetnames of entities that you want to exclude into the list of fields here. Several of these may exist in a map.			
	I				
116	info_camera_link	An entity that can use point_cameras to render images for materials used by entities. To author the material, use the special identifier _rt_Camera for the \$baseTexture (or whatever texture you want, like envmap, etc.) in the .vmt then connect the 'target' field to the entity which uses that material, and the 'PointCamera' field to the point_camera you want to have appear on that entity's material	信息相机连接,通过点实体相机渲染图像		
117	info_constraint_anchor	An entity used to attach constraints to a local position on an entity. Usually constraints will attach to the center of mass of an object. Attach the desired constraint to this entity, and then parent this entity to the entity you want the constraint to apply to.	用来在一个实体上的本地位置添加一个附加约束的实体。一般约束将附加到对象的重心		
118	info_courier_spawn	-	信使出生点		√
119	info_courier_spawn_dire	Spawns a Dire team courier.	夜魔信使出生点		√
120	info_courier_spawn_radiant	Spawns a Radiant team courier.	天辉信使出生点		√
121	info_hint	A hint that is not used for navigation. They don't go into the nodegraph, nor do they fall to the ground. Use these to provide some spatial context for NPCs, such as 'look here if you can't find the player' or 'throw rocks at this spot'.	一个并非用于导航的提示.		
122	info_intermission	An entity that defines an intermission spot where dead players will float until they respawn.	一个实体定义了一个中场休息的地方，死亡的玩家将漂浮，直到他们重生。本实体的属性适用于整个地图。地图内存在多个该实体且键值不同可能会导致错误		
123	info_ladder_dismount	An entity to handle endpoints for multiple ladders that are too close to each other.	这个实体是用于接近梯子的端点时按使用键后下梯子用的		
124	info_landmark	An entity that acts as a landmark for transitions to another level. There should be a corresponding info_landmark entity in the next map. Entities will be transitioned to the next level relative to the info_landmark entities.	作为到另一关卡的一个出生点实体. 下一张图中应有相应的info_landmark实体. 实体将会被转移到下一张地图的相应info_landmark位置		
125	info_lighting	An entity that can be used to change the lighting origin of a prop_static. Set the prop_static's Lighting Origin to point at this entity to make the prop_static light as if it was at the info_lighting's origin. Good for prop_static entities that are embedded in world geometry (like rocks/windows/etc).	可以用来改变照明prop_static光源的实体。如果它在info_lighting的轴心设置prop_static的照明光源在这个实体以使prop_static发光。适合嵌入在世界几何的prop_static实体		
126	info_mass_center	An entity that overrides the mass center of the target physics prop, or func_physbox, by moving it to the info_mass_center's location.	一个重设物理道具重心的实体,你可以用来做不倒翁的实体		

127	info_no_dynamic_shadow	Use this entity to mark surfaces that shouldn't receive dynamic shadows. Useful to apply to walls and floors where shadows are drawn improperly, giving away the location of enemies.	该实体以规定不接受动态阴影的面，被指定的面没有动态阴影		
128	info_node	A navigation node for ground moving NPCs. Navigation nodes are baked into the nodegraph so that NPCs can move to them. Ground nodes fall to the ground when they spawn.	为npc移动而设置地面上的导航节点.		
129	info_node_air	A navigation node for flying NPCs. Air navigation nodes are baked into the nodegraph so that NPCs can move to them. Air nodes do not fall to the ground when they spawn.	为飞行npc设置的导航节点.		
130	info_node_air_hint	A navigation node for flying NPCs that includes some context information for NPCs that are interested in it. The hint might indicate a window that could be looked into, or an item of interest that could be commented on. Many hint nodes are NPC-specific, so it's helpful to use naming conventions like 'Crow: Fly to point' in the hint choices list. The angles of a hint node indicate what direction the NPC should face to perform the hint behavior.	对于飞行npc包括上下文信息		
131	info_node_climb	A climb-node for AI navigation. Only usable by NPCs that can climb.	为npc攀登设置的节点		
132	info_node_hint	A navigation node for ground moving NPCs that includes some context information for NPCs that are interested in it. The hint might indicate a window that could be looked out of, or an item of interest that could be commented on. Many hint nodes are NPC-specific, so it's helpful to use naming conventions like 'Crow: Fly to point' in the hint choices list. The angles of a hint node indicate what direction the NPC should face to perform the hint behavior. It's important to understand the distinction between scripts, such as scripted_sequence and scripted_schedule, and info_hint entities. Scripts summon NPCs to specific cue points to play their parts, while hints provide context information to the AI that they use to perform their behaviors. Hints require code support in the NPC, while scripts are generic and may require only animations to play. Use a hint if the behavior is driven by the AI, use a script if the behavior is driven by the map.	地面导航节点		
133	info_node_link	A dynamic connection between two navigation nodes. You specify the node IDs of the start and end nodes, and then you can use entity I/O to turn on and off the connection. This could be used to create or destroy a connection in the nodegraph because of some event in your map (a bridge being created/destroyed, etc).	动态链接两个导航节点		
134	info_node_link_controller	An entity that controls all connections between nodes that intersect the controller's volume. This allows for mass enabling/disabling of all node connections through a volume.	能控制所有导航节点		
135	info_npc_spawn_destination	NPC Spawn Destination. (Consult npc_template_maker help for more info)			

136	info_null	An entity that's immediately removed on spawning. Useful as a spotlight target.	产生后立即删除的实体. 作为一个探照灯的目标很有用		
137	info_overlay	-	覆盖物实体（ 需要overlay贴图支持 ）	在dota中被用来当作地面覆盖物， 如落叶， 泥路等	√
138	info_overlay_transition	Overlay Transition	渐变的遮盖如： 在水面上叠加波纹效果		
139	info_particle_system	An entity that spawns a particle system built using the particle editor.	基本粒子系统		√
140	info_particle_target	An entity that is a target for particle system control points			
141	info_player_start	This entity indicates the position and facing direction at which the player will spawn. Any number of info_player_start entities may be placed in a map for when working in cordoned-off portions of the map. When multiple info_player_start entities are present in a map, set the 'Master' spawnflag on one of them to indicate which one should be used when running the entire map.	代表了一个玩家加入了游戏	初始玩家出生点	√
142	info_player_start_badguys	Spawn point for Dire heroes.	夜魔英雄出生点		
143	info_player_start_dota	-	Dota游戏开始点	dota2中并没有使用	√
144	info_player_start_goodguys	Spawn point for Radiant heroes.	天辉英雄出生点		
145	info_projecteddecal	An entity that projects a decal onto the world (or props). If the decal has no target name, it will immediately apply itself when the level is loaded. If it has a name specified, it won't apply until it receives the 'Activate' input.	这个实体把一个印花纹理投射到世界上		
146	info_radial_link_controller	This entity automatically severs node connections that pass through its radius. If it moves, it will restore those connections.	这个实体会自动切断传递节点的连接，通过它的半径。如果它移动，它就会恢复这些连接		
147	info_roquelaire_perch	(used in Dota2 PvP tutorial) A perch point for Roquelaire to sit on.	被使用在dota2tutorial之中，用来制作教程中飞动的鸟	标记点	√
148	info_spawngroup_load	Logical entity that starts async loading the next level.	逻辑实体，开始加载下一级	标记点	√
149	info_spawngroup_unload	Logical entity that unloads a level.	逻辑实体，取消加载下一级	标记点	√
150	info_target	-		重要的实体，可被用作标记点	√
151	info_target_instructor_hint	-			
152	info_target_portrait_root	-			
153	info_teleport_destination	An entity that does nothing itself, but can be used to specify the destination for a trigger_teleport entity. An info_target can be used instead.			
154	info_world_layer	-	在dota2中被用来加载不同层级地形	dota基地边有用该实体，例如游戏结束时崩裂的大地	√
155	infodecal	An entity that places a decal on the world. If the decal has no target name, it will immediately apply itself when the level is loaded. If it has a name specified, it won't apply until it receives the 'Activate' input.	这个实体把一个印花纹理投射到世界上（ 或道具上 ）		

	J				
	-				
	K				
156	keyframe_rope	A node entity that marks a point in a rope. The first node in the rope should be a move_rope, followed by 1 or more keyframe_ropes.	一个节点的实体，它标志着一条绳子上的一个点。在绳子的第一个节点应该是一个正常工作的move_rope，后接一个或多个keyframe_rope		
157	keyframe_track	Animation KeyFrame	动态关键帧。可被path_track替代，建议使用后者，因为后者能提供更多的操作		
	L				
158	light_dynamic	An invisible lightsource that changes in some way over time.	一种不可见的有方向的光源,并且以某种方式随着时间的推移发生变化	迪厅里的移动光线	
159	light_environment	Sets the color and angle of the light from the sun and sky.	用来设置太阳的颜色环境光颜色和照射角度的实体		
160	logic_active_autosave	An entity that is used to look for opportunities to autosave.			
161	logic_auto	Fires outputs when a map spawns. If 'Remove on fire' flag is set the logic_auto is deleted after firing. It can be set to check a global state before firing. This allows you to only fire events based on what took place in a previous map.	当地图产生时启动一个输出. 如果'Remove on fire' 标志被设定了 这个logic_auto在启动后将被移除. 启动前他可以被设置去检查一个全局状态. 这允许你只能启动	dota2地图中被使用	√
162	logic_autosave	An entity that is used to force an autosave.	一个用来自动存储的实体		
163	logic_branch	Tests a boolean value and fires an output based on whether the value is true or false. Use this entity to branch between two potential sets of events.	使用该实体来区分一个事件的两种情况.	dota2tutorial m2中被使用刷小兵事件	√
164	logic_branch_listener	Contains a list of logic_branch entities and fires outputs when the state of any of the logic_branches changes. This entity is used to fire an event when a set of conditions are all satisfied.	确定一组logic_branch实体，并且当任意logic_branc实体状态改变时启动输出. 这个实体是用来触发一个当一组条件都令人满意的事件		
165	logic_case	Compares an input to up to 16 preset values. If the input value is the same as any of the preset values, an output corresponding to that value is fired. For example: if Case01 is set to 2 and Case02 is set to 5, and the input value is 5, the OnCase02 output will be fired. This entity can also be used to select from a number of random targets via the PickRandom input. One of the OnCase outputs that is connected to another entity will be picked at random and fired.	比较输入（最多16个预置值）。如果输入值与预设的任一值相同，输出对应于该值的触发.		
166	logic_collision_pair	An entity that can be used to enables/disable vphysics collisions between two target entities.	一个可用于在两个实体之间启用/禁用物理碰撞的实体		

167	logic_compare	Compares an input value to another value. If the input value is less than the compare value, the OnLessThan output is fired with the input value. If the input value is equal to the compare value, the OnEqualTo output is fired with the input value. If the input value is greater than the compare value, the OnGreaterThan output is fired with the input value.	比较输入值与另一个值。如果输入值小于比较值，输出OnLessThan输出。如果输入值等于比较值，输出OnEqualTo输出。如果输入值大于比较值，输出OnGreaterThan输出		
168	logic_lineto	An entity that calculates and outputs a vector from one entity to another.	计算并输出从一个实体到另一个实体的一个矢量		
169	logic_measure_movement	An entity that can measure the movement of an entity relative to another entity and apply that movement to a third entity.	一个实体，它可以测量一个实体的相对另一实体的运动并应用于运动的第三个实体。警告：该实体不会正确地更新被移动的对象上的物理碰撞效果		
170	logic_multicompare	Compares a set of inputs to each other. If they are all the same, fires an OnEqual output. If any are different, fires the OnNotEqual output.	比较一组输入。如果他们都一样，输出OnEqual。如果有任两个不一样，输出OnNotEqual。		
171	logic_navigation	An entity that is used to set navigation properties on other entities. Useful to make NPCs ignore physics props in their way that they can easily push.	一个用来设置其他实体的导航属性的实体。在使NPC忽略路上的物理道具并推动他们时很有用。		
172	logic_playerproxy	An entity that is used to relay inputs/ouputs to the player and back to the world.	一个用于中继玩家或世界的输入\输出的实体。（在EP1及以后的游戏中起效）		
173	logic_playmovie	-			
174	logic_random_outputs	-			
175	logic_relay	A message forwarder. Fires an OnTrigger output when triggered, and can be disabled to prevent forwarding outputs. Useful as an intermediary between one entity and another for turning on or off an I/O connection, or as a container for holding a set of outputs that can be triggered from multiple places.	消息转发器，用于很多的输出。	dota2地图中被当作出兵规则	√
176	logic_script	An entity that acts as a container for scripts			
177	logic_timer	An entity that fires a timer event at regular, or random, intervals. It can also be set to oscillate between a high and low end, in which case it will fire alternating high/low outputs each time it fires.	一个启动一个有规律的，或随机的，有间隔的计时器事件的实体。它可以选择在“高”和“低”输出之间交替。		
	M				
178	material_modify_control	An entity that can be used to directly control material vars. To use it, you need to read the .vmt of the material you intend to change. Parent this entity to a brush model entity who's material you want to control.	一个用于直接控制材质改变的实体。要使用这功能，你必须先读一读要改变纹理的vmt文件。把你要改变材质的模型实体作为该实体的母实体。把其他实体作为该实体的母实体，他只会改变他的母实体，否则，如果他没有母实体，他会影响所有实体。		
179	math_colorblend	Used to create a blend between two colors for controlling the color of another entity.	为了控制另一实体的颜色而创建两种颜色交融的实体或两种颜色变换的实体。		

180	math_counter	Holds a numeric value and performs arithmetic operations upon it. If either the minimum or maximum legal value is nonzero, OutValue will be clamped to the legal range, and the OnHitMin/OnHitMax outputs will be fired at the appropriate times. If both min and max are set to zero, no clamping is performed and only the OutValue output will be fired.	数学计数器实体，它储存和操纵一个整数值		
181	math_remap	An entity that remaps a range of input values to a given range of output values.	把一个输入范围重新映射到一个给定的输出范围的实体.		
182	move_keyframed	Keyframed Move Behavior	关键帧的移动行为控制		
183	move_rope	The first node in set of nodes that are used to place ropes in the world. It should connect to 1 or more keyframe_rope entities.	用于作为放置绳索时的一组节点中的第一个节点. 它应该连接到1个或更多keyframe_rope实		
184	move_track	Track Move Behavior	轨道移动行为控制		
	N				
185	npc_dota_barracks	Creates a barracks, which spawns creeps at regular intervals and can be destroyed by enemy teams.	创建一个dota2兵营，可以固定刷新小兵摧毁对面	dota2中被用来创建兵营实体	√
186	npc_dota_base	-	创建一个基本实体	经常被使用的基本实体	√
187	npc_dota_building	Creates a simple building.	创建一个简单建筑	dota2中被用来创建一些建筑，例如雕像等	√
188	npc_dota_fort	Creates an ancient. In standard Dota2 PvP, the win condition is to destroy the enemy team's ancient.	创建一个DOTA2遗迹		√
189	npc_dota_holdout_tower_heavyslow	(used in Frostivus event) Creates a heavily-damaging, slowly-attacking tower. This can also be edited in the npc_units.txt file.	dota2holdout中特殊的防御塔		√
190	npc_dota_holdout_tower_lightfast	(used in Frostivus event) Creates a lightly-damaging, fast-attacking tower. This can also be edited in the npc_units.txt file.	dota2holdout中特殊的防御塔		√
191	npc_dota_holdout_tower_reducespeed	(used in Frostivus event) Creates a tower that reduces enemy movespeed. This can also be edited in the npc_units.txt file.	dota2holdout中特殊的防御塔		√
192	npc_dota_neutral_spawner	Spawns neutral units.	dota2刷野实体		√
193	npc_dota_roshan_spawner	Spawns Roshan, the big boss in the standard Dota2 PvP map.	dota2刷肉山实体		√
194	npc_dota_scripted_spawner	Spawns NPCs based on scripts for tutorials / single player / co-op.	dota2刷怪脚本实体		√

195	npc_dota_spawner	Spawns NPCs based on scripts.	dota2刷怪实体		√
196	npc_dota_spawner_bad_bot	Spawns Dire creeps in the bottom lane of the standard Dota2 PvP map.	夜魔下路刷兵实体		√
197	npc_dota_spawner_bad_mid	Spawns Dire creeps in the middle lane of the standard Dota2 PvP map.	夜魔中路刷兵实体		√
198	npc_dota_spawner_bad_top	Spawns Dire creeps in the top lane of the standard Dota2 PvP map.	夜魔上路刷兵实体		√
199	npc_dota_spawner_good_bot	Spawns Radiant creeps in the bottom lane of the standard Dota2 PvP map.	天辉下路刷兵实体		√
200	npc_dota_spawner_good_mid	Spawns Radiant creeps in the middle lane of the standard Dota2 PvP map.	天辉中路刷兵实体		√
201	npc_dota_spawner_good_top	Spawns Radiant creeps in the top lane of the standard Dota2 PvP map.	天辉上路刷兵实体		√
202	npc_dota_tower	Creates a Dota tower that attacks enemy units, provides vision of invisible enemies, and allows allies to teleport to it.	创建一个dota2防御塔		√
203	npc_furniture	An entity used for non-NPCs that need to synchronise their animation with an NPC in a scripted_sequence. Usually a pieceof furniture or door that an NPC needs to manipulate within a scripted_sequence.			
204	npc_puppet	Puppet entity that mimics the animations of a target NPC.			
205	npc_template_maker	An entity that creates NPCs. The NPCs it creates are clones of a template NPC. NPCs are spawned around this maker's origin, or at specified destination points.			
	O				
	-				
	P				
206	path_corner	-	路径实体	dota2中被用来当作小兵前进路线	√
207	path_track	An entity used to build paths for other entities to follow. Each path_track is a node on the path, each holding the name of the next path_track in the path.			
208	phys_ballsocket	A constraint that keeps the position of two objects fixed, relative to the constraint's origin. It does not affect rotation.			

209	phys_constraint	-			
210	phys_constraintsystem	An entity used to manage a group of interacting constraints and keep them stable. All constraints on a set of entities should be placed in the same system, or they will fight each other during simulation.			
211	phys_convert	Turns an arbitrary entity into a physically simulated entity. i.e. brush entities will behave like func_physbox, model entities behave like prop_physics.			
212	phys_hinge	A physically simulated hinge. Use the helper to define the axis of rotation.			
213	phys_hinge_local	-			
214	phys_keepupright	A controller that tries to keep an entity facing a particular direction.			
215	phys_lengthconstraint	A constraint that preserves the distance between two entities. If the 'Keep Rigid' flag is set, think of it as a rod. If not, think off it as a virtual rope.			
216	phys_magnet	An entity that acts like a magnet, attaching metallic physics objects to itself when they touch it.			
217	phys_motor	An entity that tries to spin a target entity at a particular speed.			
218	phys_pulleyconstraint	A constraint that is essentially two length constraints and two points. Imagine it as a virtual rope connected to two objects, each suspended from a pulley above them.The constraint keeps the sum of the distances between the pulley points and their suspended objects constant.			
219	phys_ragdollconstraint	A constraint that fixes the position of two entities, relative to this constraint's origin. Also allows for limits on the rotation around each axis, in the space of this constraint.			
220	phys_ragdollmagnet	An entity that acts like a magnet for ragdolls. Useful for crafting exaggerated ragdoll behavior (i.e. guys falling over rails on death). If the Bar Magnet spawnflag is set, the magnet works like it was a cylindrical magnet i.e. it attracts ragdolls to the nearest point on a line.			
221	phys_slideconstraint	A constraint that constrains an entity along a line segment			
222	phys_spring	A physically simulated spring. 'Length' is what's known as the 'natural spring length'. This is how long the spring would be if it was at rest (nothing hanging on it or attached). When you attach something to the spring, it will stretch longer than its 'natural length'. The amount of stretch is determined by the 'Sprint Constant'. The larger the spring constant the less stretch the spring.			

223	phys_thruster	An entity used to apply constant acceleration to a physics object. The force and torque is calculated using the position and direction of the thruster as an impulse. So moving those off the object's center will cause torque as well. Torque can be removed by unchecking the 'apply torque' flag. The position of the thruster can be forced to be at the object's center by checking to 'ignore pos' flag.			
224	phys_torque	An angular thruster. Use it to apply angular force to an entity.			
225	physics_cannister	A physically simulated gas cannister that can have its cap shot off, at which point gas will start escaping and cause the cannister to fly around. If it takes enough damage, it will explode.			
226	player_manager	-		被删除	
227	point_anglesensor	An entity that detects if another entity points in a given direction for a period of time.			
228	point_angularvelocitysensor	An entity that detects if another entity's angular velocity meets or exceeds a threshold value.			
229	point_bonusmaps_accessor	An entity that relays bonus maps changes.			
230	point_broadcastclientcommand	An entity that issues commands to each valid client's console, as if it was typed in by that player locally.			
231	point_camera	-	点摄像机实体	经常被用作拍照肖像，例如动态头像	√
232	point_clientcommand	An entity that issues commands to the client console, as if it was typed in by the player (if activator is a player, or the local player in single player).			
233	point_devshot_camera	An entity used by the -makedevshots system, which automatically takes screenshots at the position of every devshot camera in the level.			
234	point_enable_motion_fixup	An entity used to move a motion-disabled prop when it enables motion. Parent this entity to the prop, and when the prop has its motion enabled, it will immediately teleport to the origin of this entity.			
235	point_entity_finder	An entity that will find an entity and pass it along as the !Caller with the OutEntity output. Requires using !Caller as the parameter on the input.			
236	point_event_proxy	-			
237	point_gamestats_counter	Generic game statistics counter.			

238	point_hmd_anchor	-			
239	point_hurt	An entity that does damage to all entities in a radius around itself, with a specified delay.If 'Target Entity' is specified, the damage is only done to that entity.			
240	point_message	An entity that displays a text message in the world, at its origin			
241	point_playermoveconstraint	An entity that constrains players to a radius around itself, slowing them down the closer they get to the edge of the radius.			
242	point_posecontroller	An entity that controls a pose parameter of a prop and cycles the pose clientside.			
243	point_proximity_sensor	An entity that detects another entity's proximity to a target position.			
244	point_servercommand	An entity that issues commands to the server console.			
245	point_simple_obstruction	-			
246	point_soundevent	-			
247	point_spotlight	An entity to draw a spotlight. Will draw a beam when the player views it side on, and a halo when it's facing towards the player. Unless the 'No Dynamic Light' spawnflag is checked, it will also create a dynamic light wherever the end of the spotlight rests.			
248	point_teleport	An entity that teleports a target entity to this position and angles. If 'Teleport Home' spawn flag is set, teleports the target entity to its spawn position instead.If object is physically simulated, simulation is turned off when teleported.			
249	point_template	Turns an entity, or set of entities, into a single template that can be instantiated anywhere, and multiple times. If there are interdependencies (entity I/O, hierarchy, or other name references) between the entities in the template, the entities in the template will have their names changed and the interdependencies will be reconnected to the changes names. The name change format is as follows: '&0000', where the 0000 will be replaced with the current global template instance, so wildcard searches for '*' will still find them. If you don't want the name fixup to happen, because you're only spawning the template once, or you want inputs to trigger all instances of the template, check the 'Preserve entity names' spawnflag. To spawn the template in other places, use an env_entity_maker.			
250	point_tesla	An entity that creates tesla lightning arcs around its origin.			
251	point_value_remapper	-			
252	point_velocitysensor	An entity that detects and outputs an entity's velocity.			

253	point_viewcontrol	A camera entity that controls the player's view. While it's active, the player will see out of the camera.			
254	point_workplane	-			
255	point_worldtext	-		可以被用来在地图中标注文字	√
256	portrait_world_unit	-	一个非常重要的实体，可以在PUI中被使用，用来摆模型肖像。不可在编译的游戏里展现，但可以编译在background中。		√
257	postprocess_controller	An entity that controls the postprocess settings in the map.			
258	prop_detail	Detail Prop			
259	prop_dynamic	A prop that can be placed in hierarchy and can play animations. It can also be configured to break when it takes enough damage. Note that the health of the object will be overridden by the health inside the model, to ensure consistent health game-wide. If the model used by the prop is configured to be used as a prop_physics (i.e. it should be physically simulated) then it CANNOT be used as a prop_dynamic. Upon level load it will display a warning in the console and remove itself. Use a prop_physics instead.	动态物品实体	经常用到	√
260	prop_dynamic_client_fadeout	-	新增加用来渐隐遮挡物体的实体	参考：庭院地图的柱子	√
261	prop_dynamic_clientside	Client-side dynamic prop.	(客户端) 动态物品实体		√
262	prop_dynamic_ornament	A way to attach one editormodel model to another as an ornament. It will render in the way that player/NPC weapons render.			√
263	prop_dynamic_override	A prop that can be placed in hierarchy and can play animations. It can also be configured to break when it takes enough damage. prop_dynamic_override is a prototyping entity only. It will allow the use of models designed to be used as prop_physics.			√
264	prop_hallucination	-			
265	prop_magic_carpet	-			
266	prop_physics	A prop that physically simulates as a single rigid body. It can be constrained to other physics objects using hinges or other constraints. It can also be configured to break when it takes enough damage. Note that the health of the object will be overridden by the health inside the model, to ensure consistent health game-wide. If the model used by the prop is configured to be used as a prop_dynamic (i.e. it should not be physically simulated) then it CANNOT be used as a prop_physics. Upon level load it will display a warning in the console and remove itself. Use a prop_dynamic instead.			√
267	prop_physics_multiplayer	This class is the same as prop_physics, except the runtime collisions use a more bouncy method that avoids the prediction errors normal physics objects get.			

268	prop_physics_override	A prop that physically simulates as a single rigid body. It can be constrained to other physics objects using hinges or other constraints. It can also be configured to break when it takes enough damage. Health can be overridden on this version.			
269	prop_player_cosmetic	Cosmetic player prop.			
270	prop_ragdoll	A prop that physically simulates and can be articulated with internal joints. The joint constraints are part of the physics model.	具有动力学骨架的道具，使道具更加逼真	布娃娃	
271	prop_static	-	不移动也没动作的道具		√
	Q				
	-				
	R				
	-				
	S				
272	shadow_control	An entity to control the shadows in the map.	一个用于控制地图中阴影的实体.可与环境颜色分开控制.		
273	sky_camera	An entity used to control the 3D Skybox. Its origin is used to determine the 3D Skybox's position relative to the map. Place this entity, in the 3D Skybox, at the point where the origin of the map should be.	一个控制3Dskybox的实体. 他的轴心用于定义3Dskybox与地图关联的位置. 把该实体置于3Dskybox内, 在地图的轴心 (0,0,0) .		
	T				
274	tanktrain_ai	Train chase AI	火车追逐 AI		
275	tanktrain_aitarget	An entity that changes the target of a tanktrain_ai entity.	变化的目标tanktrain_ai实体		
276	team_manager	-			
277	test_traceline	A debugging tool for testing tracelines.	一个测试tracelines的调试工具		
278	tutorial_npc_blocker	The start or endpoint of an NPC blocking line.			√
	U				
	-				
	V				
279	vgui_movie_display	-			
280	vgui_screen	A VGUI screen. Useful for in-world monitors.	一个VGUI屏幕, 用于在地图中做一个监视器.	警告：该实体不会在HL2，HL2DM，或是任何基于或未经编辑的SDK代码编写的MOD，它会使游戏崩溃！	

281	vgui_slideshow_display	Slideshow Display			
	W				
282	water_lod_control	An entity used to control the LOD behavior of any water in the map. If your map has water, this entity is required.	水的LOD控制实体		√
283	world_bounds	Defines camera constraint coordinates.	地图边界实体	对视角相机的边界，而不是对边框的限制边界。参数：Min左控制点(XYZ) Max右控制点(XYZ)	√
	X				
	-				
	Y				
	-				
	Z				
	-				
区域性实体列表 (67)					
	A				
1	ambient_creatures_zone	Client-side func_brush.			
	C				
2	color_correction_volume	An entity to control the color correction in the map.			
	E				
3	env_bubbles	An entity used to create a volume in which to spawn bubbles.			
	F				
4	fog_volume	-			
	func				
5	func_areaportal	A portal brush used to manage visibility in maps. Portals define areas, which are spaces that are connected in the map. Both sides of a portal cannot touch the same area, for example, a doughnut shaped map would require at least two portals to divide the map into two areas. A linear map could be divided into two areas with a single area portal.			

6	func_areaportalwindow	An entity that can be used to optimize the visibility in a map. If you seal off an area with them, when the viewer moves the specified distance away from them, they will go opaque and the parts inside the area will not be drawn. The 'target' brush model should enclose the func_areaportal window so no parts of it are culled by the window. If you use the optional foreground brush model, then it should enclose the 'target' brush model.			
7	func_breakable	A brush entity that can be broken from damage, or an input.			
8	func_brush	An brush built entity with various features.			
9	func_button	A brush entity that's designed to be used for a player-useable button. When used by the player, it moves to a pressed position.			
10	func_clip_interaction_layer	-			
11	func_clip_vphysics	A brush entity that's considered solid to vphysics.			
12	func_conveyor	Conveyor Belt			
13	func_detail_blocker	A brush entity that prevents detail sprites from being placed inside its volume.			
14	func_distance_occluder	-			
15	func_door	A brush entity for use as a player-useable door.			
16	func_door_rotating	A brush entity for use as a rotating player-useable door.			
17	func_dustcloud	A brush entity that spawns a translucent dust cloud within its volume.			
18	func_dustmotes	A brush entity that spawns sparkling dust motes within its volume.			
19	func_guntarget	This is a moving target that moves along a path of path_tracks. It can be shot and killed.			
20	func_illusionary	Legacy support. Use func_brush instead.			
21	func_lod	Brush-built model that fades out over a specified distance. Useful for creating world detail that doesn't need to be drawn far away, for performance reasons.			
22	func_movelinear	A brush entity that moves linearly along a given distance, in a given direction.			

23	func_occluder	A func_occluder occludes objects behind it. It is used for rendering performance optimization. One use case is to put it into a doorway and toggle it based on whether the door is open or not. Note that geometry surrounding the doorway should have occluders as well, otherwise the benefit of the func_occluder is limited. func_occluders should be as large as possible for best occlusion.			
24	func_physbox	A brush entity that's physically simulated.			
25	func_platrot	A brush entity that moves vertically, and can rotate while doing so.			
26	func_precipitation	A brush entity that creates rain and snow inside its volume.			
27	func_precipitation_blocker	A brush entity that prevents rain and snow inside its volume.			
28	func_reflective_glass	Used to produce perfectly reflective glass that renders world + entities. Typically, you want your glass brush to have nodraw on all non-reflective surfaces and you want to use a shader like lightmappedreflective in your material applied to the non-nodraw surfaces. See hl2/materials/glass/reflectiveglass001.vmt for an example. NOTE: currently, you cannot use reflective glass in scenes with water, and you can only have 1 reflective glass in your view frustum (+ pvs) at a time.			
29	func_rot_button	A brush entity that's designed to be used for a rotating player-useable button. When used by the player, it rotates to a pressed position.			
30	func_rotating	A rotating brush entity.			
31	func_shatterglass	-			
32	func_tanktrain	A moving train that follows a path of path_track entities, shoots at the player, and can be killed. NOTE: Build your train so that the front of the train is facing down the X axis. When it spawns it will automatically rotate to face the next path_track on the path.			
33	func_trackautochange	An entity that works as a rotating/moving platform that will carry a train to a new track. It must be larger in X-Y planar area than the train, since it must contain the train within these dimensions in order to operate when the train is near it.			
34	func_trackchange	An entity that works as a rotating/moving platform that will carry a train to a new track. It must be larger in X-Y planar area than the train, since it must contain the train within these dimensions in order to operate when the train is near it.			
35	func_tracktrain	A moving platform that the player can ride. It follows a path of path_track entities. NOTE: Build your train so that the front of the train is facing down the X axis. When it spawns it will automatically rotate to face the next path_track on the path.			
36	func_traincontrols	When used by the player, this entity overrides the player's controls to let them drive a train.			

37	func_viscluster	Any leaves touching this brush will have their vis merged together into a single cluster. Use multiple func_viscluster entities to reduce vis time			
38	func_wall	Legacy support. Use func_brush instead.			
39	func_wall_toggle	A brush entity that can be toggled on/off. When off, the brush will be non-solid and invisible. Does not cast lightmap shadows.			
40	func_water_analog	A water brush entity that moves linearly along a given distance, in a given direction			
G					
41	game_zone_player	An entity used to count the number of players within a zone.			
M					
42	momentary_rot_button	A brush entity that's designed to be used for rotating wheels, where the player can rotate them to arbitrary positions before stopping.			
trigger					
43	trigger_autosave	A trigger volume that autosaves when the player touches it.			
44	trigger_boss_attackable	Boss (Roshan) is attackable from here.	肉山攻击区域		√
45	trigger_changellevel	An entity that triggers a level change. Place an info_landmark in both maps that marks the 'same' location in each map. TIPS & TRICKS: To fire events in the next level, use the OnLevelChange output to turn on an env_global in the current level. Create a logic_auto in the next level that checks for the state set by the env_global. To control which entities go through the level transition, create one or more trigger_transitions and give them the same name as the landmark. Any entities within the trigger_transition(s) will go to the next map.			
46	trigger_dota	-			√
47	trigger_gravity	A trigger volume that changes the gravity on any entity that touches it.			
48	trigger_hero	A trigger that's fired when a hero touches it.			√
49	trigger_hurt	A trigger volume that damages entities that touch it.			
50	trigger_impact	A trigger volume that can be told to push all physics objects that are inside of it in the direction specified by this trigger's angles. Also outputs the force at the time of impact for anyone else that wants to use it.			

51	trigger_look	An entity used to trigger something when the player looks at something. It fires 'OnTrigger' when the player looks at a target entity for the given amount of time, while within the trigger volume. If the player leaves the trigger or looks away from the target entity the clock resets. If the 'Use Velocity instead of facing' spawnflag is checked, the trigger uses the player's velocity instead of the player's view, so it determines whenever the player is moving toward the target entity. Useful for triggering when players are driving a vehicle at something.NOTE: Only designed for single-player game.			
52	trigger_multiple	A trigger volume that can be triggered multiple times.			
53	trigger_no_wards	Wards disallowed here.			√
54	trigger_once	A trigger volume that removes itself after it is triggered once.			
55	trigger_playermovement	An entity that can be used to disable player's automatic ducking/unducking when jumping.			
56	trigger_proximity	Measures the distance of the player within the trigger volume from a given point (and within a given radius). The NearestPlayerDistance output will be 0 when the player is at the center point, and 1 when the player is at the radius.			
57	trigger_push	A trigger volume that pushes entities that touch it.			
58	trigger_remove	A trigger volume that removes any entities that touch it. Be careful, removing some entities can cause instability. This is not the same as killing entities. i.e. NPCs removed in this manner will not fire their OnKilled outputs.			
59	trigger_serverragdoll	A volume that forces any NPC inside it to create a server side ragdoll instead of a client one.			
60	trigger_shop	Region that defines the shop radius.			√
61	trigger_snd_sos_opvar	-			
62	trigger_soundscape	Soundscape trigger. It is not necessary to create outputs for this trigger. It automatically will trigger the soundscape referred to by its 'Soundscape' property.			
63	trigger_teleport	A trigger volume that teleports entities that touch it. Entities are teleported to the Remote Destination, and have their angles set to that of the Remote Destination's. If a Local Destination Landmark is specified, teleported entities are offset from the target by their initial offset from the landmark, and their angles are left alone.			
64	trigger_tonemap	Changes tonemap controllers for players touching the trigger.			
65	trigger_transition	A volume that's used to control which entities go through the level transition. Create one or more trigger_transitions and give them the same name as the changelevel landmark. Any entities within the trigger_transition(s) will go to the next map.See trigger_changelevel for more info.			

66	trigger_wind	A trigger volume that pushes physics objects that touch it.			
	W				
67	worldspawn	-			√
注释：白色：通用实体 绿色：DOTA2实体 紫色：近期新增功能实体 橘色：无说明实体					
制作人：mreakany@foxmail.com					
当前实体数目：点实体283 区域实体67 截止时间：2016-10-7					
最后更新时间：2016-10-10					