

# Areas

Areas, in a nutshell, are bounding boxes that can have all sorts of user definitions on them. For example, they can be used to do triggers on maps, player start positions, and so on.

## General Parameters

- **Type:** Type of area. Available values are game specific and should be looked up in the game specific section.
- **Name:** Name of the area.
- **Position:** 3D Vector storing the position of the **area center**.
- **Rotation:** 3D Vector storing the rotation of the area box.
- **Size:** 3D Vector storing the size of the area box.
- **Mesh:** helper mesh file that will be drawn at the center of the area. Useful to set certain types of areas (sticky areas being a fine example)

Specific Parameters: This tab will show inputs instance variables specific for the current area type. Moving the mouse pointer over them will pop up a tip text describing them in detail.

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