

# Areas

Areas are oblong-shaped collision zones which can trigger callbacks when the player or other objects enter them; they are also often used as position markers for things spawned in code such as sounds or particle effects.

HPL3 ships with several different area types - here's a quick summary of them and of some of their properties.

## Trigger

The most commonly used type of area, used for all sorts of purposes.

### Important Properties

#### **BlocksLineOfSight**

If true, this area acts as a blocker for AI seeing the player.

#### **CC\_Entities, CC\_Funcs**

Collision callbacks - for example, if you set CC\_Entities to player and CC\_Funcs to TriggerHitArea then TriggerHitArea will be called in your map script whenever the player enters or leaves the area.

#### **PlayerLookAtCallback**

Called when the player has the area on-screen. Various other properties in the same section modify exactly when that happens.

#### **PlayerInteractCallback**

Makes the area interactable, and triggers this callback when the player interacts with it. You can also set CustomInteractIcon etc.

## AmbientLight

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