Entities

- TV
- Terminal & Camera
- Metal Detector
- Medic Armor and Health charger
- Armor Charger (TKN & CJ)

TV

https://www.youtube.com/embed/fB47f4BIZwo?ab_channel=CloudGaming

Terminal & Camera

How to Use

The Camera and Terminal work together to let you watch over your base remotely. Cameras are placed around your property to cover entrances, hallways, and blind spots, while the Terminal acts as the screen that lets you view what the camera sees.

To use them, buy and place your Camera in the spots you want to watch, then place a Terminal somewhere safe inside your base - usually your back room. Press **E** on the Terminal to bring up the camera feed to keep an eye on raiders.

This is great for spotting people approaching your base early and reacting before they reach your entrance. Remember that cameras still count as base entities, so they must follow all normal basing and prop rules.

Metal Detector

How to Use

The Metal Detector is used to check whether players walking through it are carrying weapons. It's mainly used at checkpoints and by security to catch armed players before they get any further.

To use it, place the Metal Detector in a doorway or narrow path where players have to walk through it. When someone passes through while carrying a weapon, it will alert you by making a noise and turned red - making it a valid roleplay reason to search, AOS, or act on that player depending on the situation and any active laws.

Make sure the detector is placed somewhere players can actually walk through normally, and that it isn't used to prop-block or trap people, as that breaks the basing rules.

Medic Armor and Health charger

How to Use

The Medic Armor Charger and Health Charger are entities used to restore players' armor and health. They are mainly used by the Medic job to heal and resupply other players as part of roleplay.

To use them, place the charger down and let players walk up and press **E** on it to top up their health or armor. Chargers are a handy way for medics to earn money by offering healing and armor as a service to other players around the map.

Armor Charger (TKN & CJ)

How to Use

The Armor Charger is an entity that lets players top up their armor. This version is the one available through Tokens (TKN) and on Custom Jobs (CJ), so it is tied to your job or purchase rather than the Medic job.

To use it, place the charger down inside your base, then press **E** on it to refill your armor. It is a quick way to keep yourself topped up before a raid or defence without needing a medic to come to you.