

DevInvLoadout Fundamentals

The devinvloadout decls dictate the slayer's starting inventory when the player loads a map, but does not load an existing save file. Scenarios where this occurs include:

- Creating a new save file.
- Joining an online match.
- playing through the tutorial.

Master level Classic Starts are an exception to the above rule, and uses both the save file and devinvloadout. This way the player's preferred runes are equipped. Master levels do not use devinvloadout outside of this mode, loading the player's inventory from the save file instead.

You can find these files in generated/decls/devinvloadout/devinvloadout/ in level specific resources archives. The devmenuoption decl file you wish to use is specified in the game world, located at the top of the entities file.

Usage

This list shows how a devinvloadout file is organized. Copying from one of the vanilla examples at the bottom of the page is recommended.

```
{
  edit = {
    startingInventory = { // weapons, upgrades, and other items like the dash ability go here.
      num = 127;
      item[65] = {
        item = "weapon/player/double_barrel";
        equip = true;
      }
    }
    currencyToGive = {
      num = 4;
      item[0] = {
        count = 0;
      }
      item[1] = {
        currencyType = "CURRENCY_PRAETOR_UPGRADE";
        count = 0;
      }
    }
  }
}
```

```

    }
    item[2] = {
        currencyType = "CURRENCY_WEAPON_MASTERY";
        count = 0;
    }
    item[3] = {
        currencyType = "CURRENCY_SENTINEL_BATTERY";
        count = 0;
    }
}

statsToGive = {
    num = 3;
    item[0] = "STAT_SUIT_PAGE_UNLOCKED";
    item[1] = "STAT_RUNE_PAGE_UNLOCKED";
    item[2] = "STAT_CHALLENGE_PAGE_UNLOCKED";
}

codexEntriesToGive = {
    num = 86;
    item[84] = "codex/slayer/arsenal_super_shotgun";
}

clearAllBeforeApply = true;
}

```

Many devinvloadout decls also inherit from a previous level's decl, automatically including all items from that level, however you will probably find it easier to remove this and work from a more complete template instead.

Common items of interest

Here are some items you might or might not want the player to have.

crucible:

```

item = "weapon/player/crucible";

```

Fully upgraded Sentinel Hammer:

```

item[130] = {
    item = "weapon/player/hammer";
    equip = true;
}

```

```

    }
    item[131] = {
        perk = "perk/player/weapons/hammer/ammo_drops_upgraded";
        equip = true;
    }
    item[132] = {
        perk = "perk/player/weapons/hammer/armor_and_health_drops_upgraded";
        equip = true;
    }
    item[133] = {
        perk = "perk/player/weapons/hammer/hammer_pain_falter_time_longer";
        equip = true;
    }
}

```

Horde Mode Hammer:

```

item = "weapon/player/hammer_horde";

```

Runes

The first three base runes and first support rune to be listed will be automatically activated on a new save without the need to open the dossier and select them.

```

item[118] = {
    perk = "perk/player/runes/double_jump_air_control";
    isRune = true;
}
item[119] = {
    perk = "perk/player/runes/decrease_equipment_recharge";
    isRune = true;
}
item[120] = {
    perk = "perk/player/runes/glory_kill_speed";
    isRune = true;
}
item[121] = {
    perk = "perk/player/runes/speed_boost_on_glory_kill";
    isRune = true;
}
item[122] = {
    perk = "perk/player/runes/modify_enemy_stagger_duration";
    isRune = true;
}

```

```

    }
    item[123] = {
        perk = "perk/player/runes/activate_focus_on_death_blow";
        isRune = true;
    }
    item[124] = {
        perk = "perk/player/runes/target_strike";
        isRune = true;
    }
    item[125] = {
        perk = "perk/player/runes/glory_kill_dash";
        isRune = true;
    }
    item[126] = {
        perk = "perk/player/runes/blood_punch_loot_on_damage";
        isRune = true;
    }
    item[127] = {
        perk = "perk/player/runes/dlc/weakpoint_concussive_blast";
        isRune = true;
    }
    item[128] = {
        perk = "perk/player/runes/dlc/extra_life_refund";
        isRune = true;
    }
    item[129] = {
        perk = "perk/player/runes/dlc/blood_punch_low_health_bonus_damage";
        isRune = true;
    }
}

```

Sentinel Crystals

Sentinel crystals are given by lines that look like `perk = "perk/player/argent/ammo_capacity_0"`. If you only want the player to have some crystals, consider placing them in the map to let the player choose them. Otherwise, you can simply give the player all 12 of them, or choose them based on the combinations listed below.

Quickdraw Belch: `armor_capacity_0` and `health_capacity_0`

Loot Magnet: `ammo_capacity_2` and `armor_capacity_1`

Napalm Launch: `ammo_capacity_0` and `health_capacity_1`

Health for Blood: `armor_capacity_2` and `health_capacity_3`

Belch Armor Boost: ammo_capacity 1 and health_capacity_2

Armor for Blood: ammo_capacity_3 and armor_capacity_3

devinvloadout examples

Here is an unmodified copy of dlc/e4m1.decl, which defines the inventory for UAC Atlantica:

```
{
  edit = {
    startingInventory = {
      num = 127;
      item[0] = {
        item = "jumpboots/base";
        equip = true;
      }
      item[1] = {
        item = "abilities/enviromentsuit";
      }
      item[2] = {
        item = "abilities/grapplegloves";
      }
      item[3] = {
        item = "weapon/player/fists";
      }
      item[4] = {
        perk = "perk/player/blood_punch/base";
        equip = true;
      }
      item[5] = {
        perk = "perk/player/blood_punch/area_of_effect";
        equip = true;
      }
      item[6] = {
        perk = "perk/player/blood_punch/ai_charge_rate";
        equip = true;
      }
      item[7] = {
        perk = "perk/player/blood_punch/max_charges";
        equip = true;
      }
    }
  }
}
```

```
    item[ 8] = {
        item = "ability_dash";
    }
    item[ 9] = {
        item = "ammo/sharedammopool/fuel";
        count = 99;
        applyAfterLoadout = true;
    }
    item[10] = {
        item = "ammo/sharedammopool/shells";
        count = 999;
        applyAfterLoadout = true;
    }
    item[11] = {
        item = "ammo/sharedammopool/bullets";
        count = 999;
        applyAfterLoadout = true;
    }
    item[12] = {
        item = "ammo/sharedammopool/cells";
        count = 999;
        applyAfterLoadout = true;
    }
    item[13] = {
        item = "ammo/sharedammopool/rockets";
        count = 999;
        applyAfterLoadout = true;
    }
    item[14] = {
        item = "ammo/sharedammopool/bfg";
        count = 60;
        equip = true;
        applyAfterLoadout = true;
    }
    item[15] = {
        perk = "perk/player/argent/ammo_capacity_0";
        applyAfterLoadout = true;
    }
    item[16] = {
        perk = "perk/player/argent/ammo_capacity_1";
```

```
    applyAfterLoadout = true;
}
item[17] = {
    perk = "perk/player/argent/ammo_capacity_2";
    applyAfterLoadout = true;
}
item[18] = {
    perk = "perk/player/argent/ammo_capacity_3";
    applyAfterLoadout = true;
}
item[19] = {
    item = "equipmentlauncher/equipmentlauncherleft";
}
item[20] = {
    item = "throwable/player/frag_grenade";
    forceStat = true;
    equip = true;
}
item[21] = {
    item = "weapon/player/equipment_flame_belch";
    equip = true;
}
item[22] = {
    item = "weapon/player/equipment_flame_belch_right";
}
item[23] = {
    item = "throwable/player/ice_bomb";
    forceStat = true;
}
item[24] = {
    item = "weapon/player/chainsaw";
}
item[25] = {
    item = "weapon/player/shotgun";
    equip = true;
}
item[26] = {
    perk = "perk/player/weapons/shotgun/pop_rocket";
    equip = true;
}
```

```
[[[item[ 27] = {
[[[perk = "perk/player/weapons/shotgun/pop_rocket_weakpoint_hit";
[[[equip = true;
[[[
[[[item[ 28] = {
[[[perk = "perk/player/weapons/shotgun/pop_rocket_faster_recharge";
[[[equip = true;
[[[
[[[item[ 29] = {
[[[perk = "perk/player/weapons/shotgun/pop_rocket_larger_explosion";
[[[equip = true;
[[[
[[[item[ 30] = {
[[[perk = "perk/player/weapons/shotgun/pop_rocket_more_bombs";
[[[equip = true;
[[[
[[[item[ 31] = {
[[[perk = "perk/player/weapons/shotgun/secondary_full_auto";
[[[
[[[item[ 32] = {
[[[perk = "perk/player/weapons/shotgun/secondary_full_auto_faster_recovery";
[[[equip = true;
[[[
[[[item[ 33] = {
[[[perk = "perk/player/weapons/shotgun/secondary_full_auto_faster_charge";
[[[equip = true;
[[[
[[[item[ 34] = {
[[[perk = "perk/player/weapons/shotgun/secondary_full_auto_increased_movement_speed";
[[[equip = true;
[[[
[[[item[ 35] = {
[[[perk = "perk/player/weapons/shotgun/secondary_full_auto_ammo_giveback";
[[[equip = true;
[[[
[[[item[ 36] = {
[[[item = "weapon/player/heavy_cannon";
[[[
[[[item[ 37] = {
[[[perk = "perk/player/weapons/heavy_cannon/bolt_action";
```



```
    }
    item[ 38] = {
        perk = "perk/player/weapons/heavy_cannon/bolt_action_faster_movement";
    }
    item[ 39] = {
        perk = "perk/player/weapons/heavy_cannon/bolt_action_faster_reload";
    }
    item[ 40] = {
        perk = "perk/player/weapons/heavy_cannon/bolt_action_mastery_upgrades";
    }
    item[ 41] = {
        perk = "perk/player/weapons/heavy_cannon/burst_detonate";
        equip = true;
    }
    item[ 42] = {
        perk = "perk/player/weapons/heavy_cannon/burst_detonate_faster_charge";
        equip = true;
    }
    item[ 43] = {
        perk = "perk/player/weapons/heavy_cannon/burst_detonate_primary_charge";
        equip = true;
    }
    item[ 44] = {
        perk = "perk/player/weapons/heavy_cannon/burst_detonate_faster_recharge";
        equip = true;
    }
    item[ 45] = {
        perk = "perk/player/weapons/heavy_cannon/burst_detonate_mastery";
        equip = true;
    }
    item[ 46] = {
        item = "weapon/player/plasma_rifle";
    }
    item[ 47] = {
        perk = "perk/player/weapons/plasma_rifle/secondary_aoe";
    }
    item[ 48] = {
        perk = "perk/player/weapons/plasma_rifle/secondary_aoe_no_primary_delay";
        equip = true;
    }
```

```
[[[item[ 49] = {
[[[perk = "perk/player/weapons/plasma_rifle/secondary_aoe_faster_charge";
[[[equip = true;
[[[
[[[item[ 50] = {
[[[perk = "perk/player/weapons/plasma_rifle/secondary_aoe_mastery";
[[[equip = true;
[[[
[[[item[ 51] = {
[[[perk = "perk/player/weapons/plasma_rifle/secondary_microwave";
[[[equip = true;
[[[
[[[item[ 52] = {
[[[perk = "perk/player/weapons/plasma_rifle/secondary_microwave_faster_charge";
[[[equip = true;
[[[
[[[item[ 53] = {
[[[perk = "perk/player/weapons/plasma_rifle/secondary_microwave_max_range";
[[[equip = true;
[[[
[[[item[ 54] = {
[[[perk = "perk/player/weapons/plasma_rifle/secondary_microwave_mastery";
[[[equip = true;
[[[
[[[item[ 55] = {
[[[item = "weapon/player/rocket_launcher";
[[[
[[[item[ 56] = {
[[[perk = "perk/player/weapons/rocket_launcher/detonate";
[[[equip = true;
[[[
[[[item[ 57] = {
[[[perk = "perk/player/weapons/rocket_launcher/detonate_proximity_flare";
[[[equip = true;
[[[
[[[item[ 58] = {
[[[perk = "perk/player/weapons/rocket_launcher/detonate_concussive";
[[[equip = true;
[[[
[[[item[ 59] = {
```

```
    perk = "perk/player/weapons/rocket_launcher/detonate_explosive_array_horizontal";
    equip = true;
}

item[ 60] = {
    perk = "perk/player/weapons/rocket_launcher/detonate_mastery";
    equip = true;
}

item[ 61] = {
    perk = "perk/player/weapons/rocket_launcher/lock_on";
}

item[ 62] = {
    perk = "perk/player/weapons/rocket_launcher/lockon_faster_recovery";
    equip = true;
}

item[ 63] = {
    perk = "perk/player/weapons/rocket_launcher/lockon_decrease_lock_time";
    equip = true;
}

item[ 64] = {
    perk = "perk/player/weapons/rocket_launcher/lockon_mastery";
    equip = true;
}

item[ 65] = {
    item = "weapon/player/double_barrel";
}

item[ 66] = {
    perk = "perk/player/weapons/double_barrel/meat_hook_faster_reload";
    equip = true;
}

item[ 67] = {
    perk = "perk/player/weapons/double_barrel/default_faster_reload";
    equip = true;
}

item[ 68] = {
    perk = "perk/player/weapons/double_barrel/meat_hook_mastery";
    equip = true;
}

item[ 69] = {
    item = "weapon/player/gauss_rifle";
}
```

```
[[[item[ 70] = {
[[[perk = "perk/player/weapons/gauss_cannon/ballista";
[[[equip = true;
[[[
[[[item[ 71] = {
[[[perk = "perk/player/weapons/gauss_cannon/ballista_movement";
[[[equip = true;
[[[
[[[item[ 72] = {
[[[perk = "perk/player/weapons/gauss_cannon/ballista_larger_explosion";
[[[equip = true;
[[[
[[[item[ 73] = {
[[[perk = "perk/player/weapons/gauss_cannon/ballista_mastery";
[[[equip = true;
[[[
[[[item[ 74] = {
[[[perk = "perk/player/weapons/gauss_cannon/destroyer";
[[[
[[[item[ 75] = {
[[[perk = "perk/player/weapons/gauss_cannon/destroyer_charge_levels_aoe";
[[[equip = true;
[[[
[[[item[ 76] = {
[[[perk = "perk/player/weapons/gauss_cannon/destroyer_faster_charge_and_recovery";
[[[equip = true;
[[[
[[[item[ 77] = {
[[[perk = "perk/player/weapons/gauss_cannon/destroyer_charge_levels";
[[[equip = true;
[[[
[[[item[ 78] = {
[[[item = "weapon/player/chaingun";
[[[
[[[item[ 79] = {
[[[perk = "perk/player/weapons/chaingun/turret";
[[[equip = true;
[[[
[[[item[ 80] = {
[[[perk = "perk/player/weapons/chaingun/turret_faster_equip";
```

```
    equip = true;
}

item[ 81] = {
    perk = "perk/player/weapons/chaingun/turret_faster_movement";
    equip = true;
}

item[ 82] = {
    perk = "perk/player/weapons/chaingun/turret_mastery";
    equip = true;
}

item[ 83] = {
    perk = "perk/player/weapons/chaingun/energy_shell";
}

item[ 84] = {
    perk = "perk/player/weapons/chaingun/energy_shell_faster_recharge";
    equip = true;
}

item[ 85] = {
    perk = "perk/player/weapons/chaingun/energy_shell_dash_smash";
    equip = true;
}

item[ 86] = {
    perk = "perk/player/weapons/chaingun/energy_shell_mastery";
    equip = true;
}

item[ 87] = {
    item = "weapon/player/bfg";
}

item[ 88] = {
    item = "weapon/player/unmaykr";
}

item[ 89] = {
    perk = "perk/player/argent/armor_capacity_0";
}

item[ 90] = {
    perk = "perk/player/argent/armor_capacity_1";
}

item[ 91] = {
    perk = "perk/player/argent/armor_capacity_2";
}
```

```
    item[ 92] = {
        perk = "perk/player/argent/armor_capacity_3";
    }
    item[ 93] = {
        perk = "perk/player/argent/health_capacity_0";
    }
    item[ 94] = {
        perk = "perk/player/argent/health_capacity_1";
    }
    item[ 95] = {
        perk = "perk/player/argent/health_capacity_2";
    }
    item[ 96] = {
        perk = "perk/player/argent/health_capacity_3";
    }
    item[ 97] = {
        perk = "perk/player/suit/powerup/powerup_duration";
        equip = true;
    }
    item[ 98] = {
        perk = "perk/player/suit/self_preservation/reduce_hazard_damage";
        equip = true;
    }
    item[ 99] = {
        perk = "perk/player/suit/self_preservation/reduce_self_weapon_damage";
        equip = true;
    }
    item[100] = {
        perk = "perk/player/suit/extermination/barrels_respawn";
        equip = true;
    }
    item[101] = {
        perk = "perk/player/suit/extermination/barrels_drop_ammo";
        equip = true;
    }
    item[102] = {
        perk = "perk/player/equipment/frag_reduce_cooldown";
        equip = true;
    }
    item[103] = {
```

```
    perk = "perk/player/equipment/frag_concussive_blast";
    equip = true;
}

item[104] = {
    perk = "perk/player/equipment/frag_cluster_bombs";
    equip = true;
}

item[105] = {
    perk = "perk/player/equipment/frag_max_capacity";
    equip = true;
}

item[106] = {
    perk = "perk/player/equipment/ice_reduce_cooldown";
    equip = true;
}

item[107] = {
    perk = "perk/player/equipment/ice_extend_duration";
    equip = true;
}

item[108] = {
    perk = "perk/player/equipment/ice_health_drops";
    equip = true;
}

item[109] = {
    perk = "perk/player/equipment/ice_melee_shatter";
    equip = true;
}

item[110] = {
    perk = "perk/player/suit/fundamentals/ledge_grab_speed";
    equip = true;
}

item[111] = {
    perk = "perk/player/suit/fundamentals/weapon_change_speed";
    equip = true;
}

item[112] = {
    perk = "perk/player/suit/dash/dash_regen_delay";
    equip = true;
}

item[113] = {
```

```
    perk = "perk/player/suit/dash/dash_gk_restore_dash";
    equip = true;
}

item[114] = {
    perk = "perk/player/suit/exploration/automap_shows_map_station";
    equip = true;
}

item[115] = {
    perk = "perk/player/suit/exploration/automap_shows_progression_items";
    equip = true;
}

item[116] = {
    perk = "perk/player/suit/exploration/automap_increased_fog_radius";
    equip = true;
}

item[117] = {
    perk = "perk/player/suit/exploration/dossier_shows_progression_items";
    equip = true;
}

item[118] = {
    perk = "perk/player/runes/glory_kill_speed";
    isRune = true;
}

item[119] = {
    perk = "perk/player/runes/glory_kill_dash";
    isRune = true;
}

item[120] = {
    perk = "perk/player/runes/speed_boost_on_glory_kill";
    isRune = true;
}

item[121] = {
    perk = "perk/player/runes/double_jump_air_control";
    isRune = true;
}

item[122] = {
    perk = "perk/player/runes/modify_enemy_stagger_duration";
    isRune = true;
}

item[123] = {
```



```

    perk = "perk/player/runes/activate_focus_on_death_blow";
    isRune = true;
}

item[124] = {
    perk = "perk/player/runes/target_strike";
    isRune = true;
}

item[125] = {
    perk = "perk/player/runes/decrease_equipment_recharge";
    isRune = true;
}

item[126] = {
    perk = "perk/player/runes/blood_punch_loot_on_damage";
    isRune = true;
}
}

currencyToGive = {
    num = 4;
    item[0] = {
        count = 0;
    }
    item[1] = {
        currencyType = "CURRENCY_PRAETOR_UPGRADE";
        count = 0;
    }
    item[2] = {
        currencyType = "CURRENCY_WEAPON_MASTERY";
        count = 0;
    }
    item[3] = {
        currencyType = "CURRENCY_SENTINEL_BATTERY";
        count = 0;
    }
}

statsToGive = {
    num = 3;
    item[0] = "STAT_SUIT_PAGE_UNLOCKED";
    item[1] = "STAT_RUNE_PAGE_UNLOCKED";
    item[2] = "STAT_CHALLENGE_PAGE_UNLOCKED";
}

```

```
codexEntriesToGive = {
    num = 86;
    item[ 0] = "codex/tutorials/empowered_demon";
    item[ 1] = "codex/tutorials/secret";
    item[ 2] = "codex/tutorials/dlc_mission_select";
    item[ 3] = "codex/tutorials/dlc_cheat_codes";
    item[ 4] = "codex/tutorials/unmaykr";
    item[ 5] = "codex/tutorials/glory_kill";
    item[ 6] = "codex/tutorials/double_jump";
    item[ 7] = "codex/tutorials/chainsaw";
    item[ 8] = "codex/tutorials/objective_marker";
    item[ 9] = "codex/tutorials/dlc_mods";
    item[10] = "codex/tutorials/weapon_wheel";
    item[11] = "codex/tutorials/weak_point_arachnotron";
    item[12] = "codex/tutorials/weak_point_cacodemon";
    item[13] = "codex/tutorials/weak_point_revenant";
    item[14] = "codex/tutorials/weak_point_mancubus";
    item[15] = "codex/tutorials/plasma_vs_shields";
    item[16] = "codex/tutorials/cueball";
    item[17] = "codex/tutorials/weak_point_pinky";
    item[18] = "codex/tutorials/weak_point_doomhunter";
    item[19] = "codex/tutorials/weak_point_cyber_mancubus";
    item[20] = "codex/tutorials/weak_point_marauder";
    item[21] = "codex/tutorials/weak_point_maykr_zombie";
    item[22] = "codex/tutorials/archvile";
    item[23] = "codex/tutorials/automap_station";
    item[24] = "codex/tutorials/extra_lives";
    item[25] = "codex/tutorials/powerups";
    item[26] = "codex/tutorials/wall_climb";
    item[27] = "codex/tutorials/fast_travel";
    item[28] = "codex/tutorials/equipment_frag";
    item[29] = "codex/tutorials/equipment_flame";
    item[30] = "codex/tutorials/equipment_ice";
    item[31] = "codex/tutorials/dlc_blood_punch";
    item[32] = "codex/tutorials/rune";
    item[33] = "codex/tutorials/dash";
    item[34] = "codex/tutorials/dash_refill";
    item[35] = "codex/tutorials/super_shotgun";
    item[36] = "codex/tutorials/buffpod";
    item[37] = "codex/tutorials/rad_suit";
```

```
[[[item[ 38] = "codex/tutorials/bfg";
[[[item[ 39] = "codex/tutorials/rune";
[[[item[ 40] = "codex/hell/demon_header";
[[[item[ 41] = "codex/hell/demon_class_fodder";
[[[item[ 43] = "codex/hell/demon_zombie_earth";
[[[item[ 44] = "codex/hell/demon_imp";
[[[item[ 45] = "codex/hell/demon_soldier_blaster";
[[[item[ 46] = "codex/hell/demon_gargoyle";
[[[item[ 47] = "codex/hell/demon_lostsoul";
[[[item[ 48] = "codex/hell/demon_class_heavy";
[[[item[ 49] = "codex/hell/demon_arachnotron";
[[[item[ 50] = "codex/hell/demon_cacodemon";
[[[item[ 51] = "codex/hell/demon_carcass";
[[[item[ 52] = "codex/hell/demon_mancubus_cyber";
[[[item[ 53] = "codex/hell/demon_dreadknight";
[[[item[ 54] = "codex/hell/demon_hellknight";
[[[item[ 55] = "codex/hell/demon_mancubus_fire";
[[[item[ 56] = "codex/hell/demon_painelemental";
[[[item[ 57] = "codex/hell/demon_pinky";
[[[item[ 58] = "codex/hell/demon_prowler";
[[[item[ 59] = "codex/hell/demon_revenant";
[[[item[ 60] = "codex/hell/demon_pinky_spectre";
[[[item[ 61] = "codex/hell/demon_whiplash";
[[[item[ 62] = "codex/maykr/maykr_drones";
[[[item[ 63] = "codex/hell/demon_class_superheavy";
[[[item[ 64] = "codex/hell/demon_archvile";
[[[item[ 65] = "codex/hell/demon_baronofhell";
[[[item[ 66] = "codex/hell/demon_doom_hunter";
[[[item[ 67] = "codex/hell/demon_marauder";
[[[item[ 68] = "codex/hell/demon_tyrant";
[[[item[ 69] = "codex/hell/demon_class_ambient";
[[[item[ 70] = "codex/hell/demon_buffpod";
[[[item[ 71] = "codex/hell/demon_cueball";
[[[item[ 72] = "codex/hell/demon_tentacle";
[[[item[ 73] = "codex/slayer/arsenal_header";
[[[item[ 74] = "codex/slayer/arsenal_doomblade";
[[[item[ 75] = "codex/slayer/arsenal_ballista";
[[[item[ 76] = "codex/slayer/arsenal_bfg";
[[[item[ 77] = "codex/slayer/arsenal_chaingun";
[[[item[ 78] = "codex/slayer/arsenal_chainsaw";
```

```

    []item[ 79] = "codex/slayer/arsenal_combat_shotgun";
    []item[ 80] = "codex/slayer/arsenal_equipment_launcher";
    []item[ 81] = "codex/slayer/arsenal_heavy_cannon";
    []item[ 82] = "codex/slayer/arsenal_plasmarifle";
    []item[ 83] = "codex/slayer/arsenal_rocketlauncher";
    []item[ 84] = "codex/slayer/arsenal_super_shotgun";
    []item[ 85] = "codex/slayer/arsenal_unmaykr";
  }
  []clearAllBeforeApply = true;
}
}
}

```

Inheritance Example

dlc/e4m2_swamp.decl, shown below, imports all inventory items from e4m1_rig.decl. In addition to the items given on UAC Atlantica, Blood Swamps starts the player off with all support runes unlocked.

devinvloadout decls are stored in level-specific archives that are only loaded when that map is played, so modified copies of e4m1_rig.decl will only affect DLC levels it is installed to via Eternal Mod Injector, unless you use assetsinfo to import those resources into a level that otherwise would not have that file.

```

{
  []inherit = "devinvloadout/dlc/e4m1_rig";
  []edit = {
    []startingInventory = {
      []hum = 130;
      []item[ 127] = {
        []perk = "perk/player/runes/dlc/blood_punch_low_health_bonus_damage";
        []isRune = true;
      }
      []item[ 128] = {
        []perk = "perk/player/runes/dlc/extra_life_refund";
        []isRune = true;
      }
      []item[ 129] = {
        []perk = "perk/player/runes/dlc/weakpoint_concussive_blast";
        []isRune = true;
      }
    }
  }
}

```

```
}
```

Multiplayer

pvp/complete.decl controls the slayer's inventory when joining an online match.

Do not put the chaingun shield or ice bomb into any inventory that will be loaded in multiplayer, both of these are known to crash clients.

Also avoid using Chrono Strike and Saving Throw, these do not quite work as expected. if the mod is meant to be played with multiple slayers, also avoid equipment fiend and break blast; these tend to activate multiple times and are therefore far more effective than intended.

```
{
  edit = {
    startingInventory = {
      num = 69;
      item[0] = {
        item = "abilities/grapplegloves";
      }
      item[1] = {
        item = "abilities/enviromentsuit";
      }
      item[2] = {
        item = "jumpboots/base";
        equip = true;
      }
      item[3] = {
        item = "ability_dash_pvp";
        equip = true;
      }
      item[4] = {
        perk = "perk/player/suit/fundamentals/increase_pickup_radius";
        equip = true;
      }
      item[5] = {
        perk = "perk/pvp/slayer/speed_boost_on_sync_kill";
        equip = true;
      }
      item[6] = {
```

```
    perk = "perk/player/suit/fundamentals/ledge_grab_speed";
    equip = true;
}

item[ 7] = {
    perk = "perk/player/suit/fundamentals/weapon_change_speed";
    equip = true;
}

item[ 8] = {
    perk = "perk/player/suit/fundamentals/weapon_mod_speed";
    equip = true;
}

item[ 9] = {
    perk = "perk/player/equipment/flame_extend_duration";
    equip = true;
}

item[10] = {
    perk = "perk/pvp/slayer/eor_upgrade_frag_reduce_cooldown_level_1";
    equip = true;
}

item[11] = {
    perk = "perk/player/equipment/frag_concussive_blast";
    equip = true;
}

item[12] = {
    perk = "perk/player/blood_punch/ai_charge_rate";
    equip = true;
}

item[13] = {
    perk = "perk/player/argent/health_capacity_pvp";
    equip = true;
}

item[14] = {
    perk = "perk/player/argent/armor_capacity_pvp";
    equip = true;
}

item[15] = {
    item = "equipmentlauncher/equipmentlauncherleft";
    equip = true;
}

item[16] = {
    item = "throwable/player/frag_grenade";
```

```
    equip = true;
}
item[17] = {
    item = "weapon/player/fists";
}
item[18] = {
    item = "abilities/blood_punch";
    equip = true;
}
item[19] = {
    item = "weapon/player/shotgun";
    equip = true;
}
item[20] = {
    perk = "perk/player/weapons/shotgun/secondary_full_auto";
}
item[21] = {
    perk = "perk/player/weapons/shotgun/secondary_full_auto_faster_recovery";
}
item[22] = {
    perk = "perk/player/weapons/shotgun/secondary_full_auto_faster_charge";
}
item[23] = {
    perk = "perk/player/weapons/shotgun/secondary_full_auto_increased_movement_speed";
}
item[24] = {
    perk = "perk/player/weapons/shotgun/secondary_full_auto_ammo_giveback";
}
item[25] = {
    perk = "perk/player/weapons/shotgun/pop_rocket";
    equip = true;
}
item[26] = {
    perk = "perk/player/weapons/shotgun/pop_rocket_faster_recharge";
    equip = true;
}
item[27] = {
    perk = "perk/player/weapons/shotgun/pop_rocket_larger_explosion";
    equip = true;
}
item[28] = {
```

```
    perk = "perk/player/weapons/shotgun/pop_rocket_more_bombs";
    equip = true;
}

item[ 29] = {
    item = "weapon/player/double_barrel";
}

item[ 30] = {
    perk = "perk/player/weapons/double_barrel/default_faster_reload";
    equip = true;
}

item[ 31] = {
    perk = "perk/player/weapons/double_barrel/meat_hook_faster_reload";
    equip = true;
}

item[ 32] = {
    perk = "perk/player/weapons/double_barrel/meat_hook_mastery";
    equip = true;
}

item[ 33] = {
    item = "weapon/player/plasma_rifle";
}

item[ 34] = {
    perk = "perk/player/weapons/plasma_rifle/secondary_aoe";
    equip = true;
}

item[ 35] = {
    perk = "perk/player/weapons/plasma_rifle/secondary_aoe_no_primary_delay";
    equip = true;
}

item[ 36] = {
    perk = "perk/player/weapons/plasma_rifle/secondary_aoe_faster_charge";
    equip = true;
}

item[ 37] = {
    item = "weapon/player/gauss_rifle";
}

item[ 38] = {
    perk = "perk/player/weapons/gauss_cannon/ballista";
    equip = true;
}

item[ 39] = {
```



```
    perk = "perk/player/weapons/gauss_cannon/ballista_movement";
    equip = true;
}

item[ 40] = {
    perk = "perk/player/weapons/gauss_cannon/ballista_larger_explosion";
    equip = true;
}

item[ 41] = {
    item = "weapon/player/heavy_cannon";
}

item[ 42] = {
    perk = "perk/player/weapons/heavy_cannon/bolt_action";
    equip = true;
}

item[ 43] = {
    perk = "perk/player/weapons/heavy_cannon/bolt_action_faster_movement";
    equip = true;
}

item[ 44] = {
    perk = "perk/player/weapons/heavy_cannon/bolt_action_mastery_upgrades";
    equip = true;
}

item[ 45] = {
    perk = "perk/player/weapons/heavy_cannon/burst_detonate";
    equip = true;
}

item[ 46] = {
    perk = "perk/player/weapons/heavy_cannon/burst_detonate_faster_recharge";
    equip = true;
}

item[ 47] = {
    perk = "perk/player/weapons/heavy_cannon/burst_detonate_faster_charge";
    equip = true;
}

item[ 48] = {
    perk = "perk/player/weapons/heavy_cannon/burst_detonate_primary_charge";
    equip = true;
}

item[ 49] = {
    item = "weapon/player/chaingun";
}
```

```
[[[item[ 50] = {
[[[perk = "perk/player/weapons/chaingun/turret";
[[[equip = true;
[[[
[[[item[ 51] = {
[[[perk = "perk/player/weapons/chaingun/turret_faster_equip";
[[[equip = true;
[[[
[[[item[ 52] = {
[[[perk = "perk/player/weapons/chaingun/turret_faster_movement";
[[[equip = true;
[[[
[[[item[ 53] = {
[[[item = "weapon/player/rocket_launcher";
[[[
[[[item[ 54] = {
[[[perk = "perk/player/weapons/rocket_launcher/detonate";
[[[
[[[item[ 55] = {
[[[perk = "perk/player/weapons/rocket_launcher/detonate_proximity_flare";
[[[equip = true;
[[[
[[[item[ 56] = {
[[[perk = "perk/player/weapons/rocket_launcher/lock_on";
[[[equip = true;
[[[
[[[item[ 57] = {
[[[perk = "perk/player/weapons/rocket_launcher/lockon_faster_recovery";
[[[equip = true;
[[[
[[[item[ 58] = {
[[[item = "weapon/player/chainsaw";
[[[
[[[item[ 59] = {
[[[item = "ammo/sharedammopool/shells";
[[[count = 999;
[[[applyAfterLoadout = true;
[[[
[[[item[ 60] = {
[[[item = "ammo/sharedammopool/cells";
[[[count = 999;
```

```

    [][]applyAfterLoadout = true;
    [][]
    [][]item[ 61] = {
        [][]item = "ammo/sharedammopool/bullets";
        [][]count = 999;
        [][]applyAfterLoadout = true;
        [][]
    }
    [][]item[ 62] = {
        [][]item = "ammo/sharedammopool/rockets";
        [][]count = 999;
        [][]applyAfterLoadout = true;
        [][]
    }
    [][]item[ 63] = {
        [][]item = "ammo/sharedammopool/fuel";
        [][]
    }
    [][]item[ 64] = {
        [][]overrides= {
            [][]hum = 1;
            [][]item[ 0] = "pvp_bfg_extra_ammo";
            [][]
        }
        [][]item = "ammo/sharedammopool/bfg";
        [][]count = 30;
        [][]
    }
    [][]item[ 65] = {
        [][]item = "equipmentlauncher/equipmentlauncherright_restricted";
        [][]
    }
    [][]item[ 66] = {
        [][]item = "weapon/player/equipment_flame_belch";
        [][]equip = true;
        [][]
    }
    [][]item[ 67] = {
        [][]perk = "perk/pvp/slayer/chainsaw_ammo_regen_default";
        [][]equip = true;
        [][]
    }
    [][]item[ 68] = {
        [][]perk = "perk/pvp/slayer/eor_upgrade_cut_up";
        [][]equip = true;
        [][]
    }
    []
}

```

Revision #6

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