

# EntitySlayer

## EntitySlayer by FlavorfulGecko5 - [Download](#)

EntitySlayer is an easy yet powerful entity editing tool that lists entities as nodes, while providing advanced features such as filtering, searching, multi-node selection. *To install: Extract the files to whatever folder you want. Make sure to copy `oocore_8_win64.dll` from DOOM Eternal's installation directory to the folder.*

EntitySlayer does not require you to decompress .entities files.

You can open the compressed files within the application, but you should be in your chosen level and use

**File -> Open from MH** to open the Meathook instance. Be sure to save your instance somewhere. With EntitySlayer, you can press the button, "Reload level" and it will perform the command "mh\_force\_reload" for you.

If you wish, you can copy an entity into a dedicated text editor like Notepad++, make changes there, then copy the result back to EntitySlayer.

## Copying from EntitySlayer to Text Editor:

### 1. Copy the eventCall selected

> eventCall	ENCOUNTER_SPAWN_DREAD_KNIGHT
> eventCall	ENCOUNTER_SPAWN_ANY
> eventCall	
> eventCall	
▼ eventCall	ENCOUNTER_SPAWN_BARON
eventDef	spawnPossessedAI
▼ args	
eEncounterSpawnType_t	ENCOUNTER_SPAWN_BARON
entity	tut_heavy_open_1
string	main
entity	tut_heavy_open_2
eEncounterSpawnType_t	ENCOUNTER_SPAWN_ANY
string	main
bool	false
> eventCall	
> eventCall	ENCOUNTER_SPAWN_BARON

### 2. Paste into text editor

```
1 item[20] = {
2     eventCall = {
3         eventDef = "spawnPossessedAI";
4         args = {
5             num = 7;
6             item[0] = {
7                 eEncounterSpawnType_t = "ENCOUNTER_SPAWN_BARON";
```

### 3. Make your changes and only copy the following

```
1 item[20] = {
2     eventCall = {
3         eventDef = "spawnPossessedAI";
4         args = {
5             num = 7;
6             item[0] = {
7                 eEncounterSpawnType_t = "ENCOUNTER_SPAWN_BARON";
8             }
9             item[1] = {
10                entity = "tut_heavy_open_5";
11            }
12            item[2] = {
13                string = "possessed";
14            }
15            item[3] = {
16                entity = "tut_heavy_open_5";
17            }
18            item[4] = {
19                eEncounterSpawnType_t = "ENCOUNTER_SPAWN_ANY";
20            }
21            item[5] = {
22                string = "main";
23            }
24            item[6] = {
25                bool = false;
26            }
27        }
28    }
29 }
```

### 4. Reinsert the eventCall into EntitySlayer

> eventCall	ENCOUNTER_SPAWN_DREAD_KNIGHT
> eventCall	ENCOUNTER_SPAWN_ANY
> eventCall	
> eventCall	
▼ eventCall	ENCOUNTER_SPAWN_BARON
eventDef	spawnPossessedAI
▼ args	
eEncounterSpawnType_t	ENCOUNTER_SPAWN_BARON
entity	tut_heavy_open_5
string	possessed
entity	tut_heavy_open_5
eEncounterSpawnType_t	ENCOUNTER_SPAWN_ANY
string	main
bool	false
▼ eventCall	ENCOUNTER_SPAWN_BARON
eventDef	spawnPossessedAI
▼ args	
eEncounterSpawnType_t	ENCOUNTER_SPAWN_BARON
entity	tut_heavy_open_1
string	main
entity	tut_heavy_open_2
eEncounterSpawnType_t	ENCOUNTER_SPAWN_ANY
string	main
bool	false
> eventCall	
> eventCall	ENCOUNTER_SPAWN_BARON

5. If you are replacing an eventCall, delete the original one, but you can always add more eventCalls this way.

