

idGameChallenge

An entity that determines the game mode for the level. Only one idGameChallenge entity can exist per entities file.

idGameChallenge_CampaignSinglePlayer

```
entity {
    [entityDef gameplay_info_game_challenge_campaign_1 {
        [inherit = "info/game_challenge/campaign";
        [class = "idGameChallenge_CampaignSinglePlayer";
        [expandInheritance = false;
        [poolCount = 0;
        [poolGranularity = 2;
        [networkReplicated = true;
        [disableAIPooling = false;
        [edit = {
            [networkSerializeTransforms = false;
            [hostileTeamColor = {
                [rr = 1;
                [gg = 1;
                [bb = 0;
            }
            [actorModifierListDecl = "actormodifiers_invasion";
            [botGameManagerType = "BOT_GAME_MANAGER_TYPE_COOP";
            [difficultySettings = {
                [playerIncomingDamageScale = "campaign/playerincomingdamage";
                [aiIncomingDamageScale = "campaign/aiincomingdamage";
                [healthPickupScale = "campaign/healthpickup";
                [armorPickupScale = "campaign/armorpickup";
                [ammoPickupScale = "campaign/ammopickup";
                [bfgAmmoPickupScale = "campaign/bfgammopickup";
                [healthDropScale = "campaign/healthdrop";
                [armorDropScale = "campaign/armordrop";
                [ammoDropScale = "campaign/ammodrop";
                [bfgAmmoDropScale = "campaign/bfgammodrop";
            }
        }
```

```
gcGameEventCallouts = {
  lootBlockedCallout = "invasion/slayer_loot_blocked";
  demonCriticalHealth = "invasion/demon_critical_health";
  demonCriticalRecovery = "invasion/demon_health_recovery";
  demonRespawn = "invasion/demon_spawned";
  slayerCriticalHealth = "invasion/slayer_critical_health";
  slayerCriticalRecovery = "invasion/slayer_health_recovery";
}

hitConfirmSoundsInfo = "default";

availableDemonCardDecks = {
  num = 1;
  item[0] = "demoncarddeck/invasion/deck_1";
}

invasionDemonOptions = {
  num = 5;
  item[0] = {
    actorModifierDecl = "actormodifier/invasion/demon/archvile";
    demonCardDeckDecl = "demoncarddeck/invasion/archvile/invasion_deck_1";
  }
  item[1] = {
    actorModifierDecl = "actormodifier/invasion/demon/mancubus";
    demonCardDeckDecl = "demoncarddeck/invasion/mancubus/invasion_deck_1";
  }
  item[2] = {
    actorModifierDecl = "actormodifier/invasion/demon/marauder";
    demonCardDeckDecl = "demoncarddeck/invasion/marauder/invasion_deck_1";
  }
  item[3] = {
    actorModifierDecl = "actormodifier/invasion/demon/painelemental";
    demonCardDeckDecl = "demoncarddeck/invasion/painelemental/invasion_deck_1";
  }
  item[4] = {
    actorModifierDecl = "actormodifier/invasion/demon/revenant";
    demonCardDeckDecl = "demoncarddeck/invasion/revenant/invasion_deck_1";
  }
}

globalAIsettings = "default";

desummonKillDamage = "damage/hazard/pvp_round_kill";

slayerHighlightDecl = "invasion/slayer_view_demon_outline";
```

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[]demonHighlightDecl = "invasion/demon_view_slayer_outline";
[]teammateHighlightDecl = "invasion/demon_view_teammate_outline";
[]demonSpawnTargetEntity = "online/summon_target";
[]demonSpawnTargetEntityOneHit = "online/summon_target_onehit";
[]demonDisguiseHideFXEntity = "online/invasion/fx/hide_fx";
[]demonDisguiseRevealFXEntity = "online/invasion/fx/reveal_fx";
[]demonBecomingGhostFXEntity = "online/invasion/fx/become_ghost_fx";
[]demonPossessionFXEntity = "online/invasion/fx/possession";
[]demonPossessionShootableEntity = "online/invasion/possession_shootable_target";
[]demonPossessionTouchDamage = "damage/special/disguisetouch";
[]spawnTimer = 15000;
[]playerSpawnDef = "player";
[]invasionCallouts = {
[]demonDisguiseRevealed = "invasion/demon_disguise_revealed";
[]spawnInvasionStart = "invasion/demon_player_joined";
[]spawnInvasionPartyStart = "invasion/demon_party_joined";
[]spawnVictory = "invasion/slayer_victory";
[]demonVictory = "invasion/demon_victory";
[]noWinnerEnd = "invasion/invasion_ended";
[]noInteractionEnd = "invasion/invasion_ended";
[]threeDemonLivesRemaining = "invasion/three_demon_lives_left";
[]twoDemonLivesRemaining = "invasion/two_demon_lives_left";
[]oneDemonLifeRemaining = "invasion/one_demon_life_left";
[]demonKilled = "invasion/demon_killed";
[]threeSlayerLivesRemaining = "invasion/three_slayer_lives_left";
[]twoSlayerLivesRemaining = "invasion/two_slayer_lives_left";
[]oneSlayerLifeRemaining = "invasion/one_slayer_life_left";
[]slayerKilled = "invasion/slayer_killed";
[]invasionEndingSoon = "invasion/invasion_ending_soon";
[]
[]invasionSettings = "default";
[]sentinelArmorDecl = "sentinel_armor";
[]extraLifeDecl = "extra_life";
[]OnslaughtInfiniteCheat = "statuseffect/onslaught_infinite";
[]OverdriveInfiniteCheat = "statuseffect/overdrive_infinite";
[]BerserkInfiniteCheat = "statuseffect/berserk_infinite";
[]flameBelchEquipmentDecl = "weapon/player/equipment_flame_belch";
[]throwableIceEquipmentDecl = "throwable/player/ice_bomb";
[]throwableFragEquipmentDecl = "throwable/player/frag_grenade";

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equipmentLauncherDecl = "equipmentlauncher/equipmentlauncherleft";
quakeConModeSettings = "quakeconmodesettings";
extraLifeLayerName_None = "game/sp/extralives/extralives_none";
extraLifeLayerName_Some = "game/sp/extralives/extralives_some";
extraLifeLayerName_Many = "game/sp/extralives/extralives_many";
demonicCorruptionDecl = "e3m4_boss";
playerInventoryItems = {
    num = 112;
    item[ 0] = "abilities/blood_punch";
    item[ 1] = "abilities/environmentsuit";
    item[ 2] = "abilities/grapplegloves";
    item[ 3] = "argent/ammo_upgrade";
    item[ 4] = "argent/armor_upgrade";
    item[ 5] = "argent/health_upgrade";
    item[ 6] = "collectible/albums/album_01";
    item[ 7] = "collectible/albums/album_02";
    item[ 8] = "collectible/albums/album_03";
    item[ 9] = "collectible/albums/album_04";
    item[10] = "collectible/albums/album_05";
    item[11] = "collectible/albums/album_06";
    item[12] = "collectible/albums/album_07";
    item[13] = "collectible/albums/album_08";
    item[14] = "collectible/albums/album_09";
    item[15] = "collectible/albums/album_10";
    item[16] = "collectible/albums/album_11";
    item[17] = "collectible/albums/album_12";
    item[18] = "collectible/albums/album_13";
    item[19] = "collectible/albums/album_14";
    item[20] = "collectible/albums/album_15";
    item[21] = "collectible/albums/album_16";
    item[22] = "collectible/cheats/infinite_ammo";
    item[23] = "collectible/cheats/infinite_berserk";
    item[24] = "collectible/cheats/infinite_extra_lives";
    item[25] = "collectible/cheats/infinite_onslaught";
    item[26] = "collectible/cheats/infinite_overdrive";
    item[27] = "collectible/cheats/instant_stagger_mode";
    item[28] = "collectible/cheats/party_mode";
    item[29] = "collectible/cheats/silver_bullet_mode";
    item[30] = "collectible/toys/doom_slayer";
```

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[[item[ 31] = "collectible/toys/dreadknight";
[[item[ 32] = "collectible/toys/gargoyle";
[[item[ 33] = "collectible/toys/gladiator";
[[item[ 34] = "collectible/toys/hellknight";
[[item[ 35] = "collectible/toys/icon_of_sin";
[[item[ 36] = "collectible/toys/imp";
[[item[ 37] = "collectible/toys/khan_maykr";
[[item[ 38] = "collectible/toys/lost_soul";
[[item[ 39] = "collectible/toys/mancubus_fire";
[[item[ 40] = "collectible/toys/mancubus_goo";
[[item[ 41] = "collectible/toys/marauder";
[[item[ 42] = "collectible/toys/maykr_drone";
[[item[ 43] = "collectible/toys/pain_elemental";
[[item[ 44] = "collectible/toys/pinky";
[[item[ 45] = "collectible/toys/pinky_spectre";
[[item[ 46] = "collectible/toys/prowler";
[[item[ 47] = "collectible/toys/revenant";
[[item[ 48] = "collectible/toys/soldier_blaster";
[[item[ 49] = "collectible/toys/soldier_shield";
[[item[ 50] = "collectible/toys/tyrant";
[[item[ 51] = "collectible/toys/whiplash";
[[item[ 52] = "collectible/toys/zombie_tier_1";
[[item[ 53] = "collectible/toys/zombie_tier_3";
[[item[ 54] = "equipment/flame_belch";
[[item[ 55] = "equipment/frag_grenade";
[[item[ 56] = "equipment/ice_bomb";
[[item[ 57] = "map_objects/rad_shield_damage_decreases_shield";
[[item[ 58] = "map_objects/rad_suit_refill_shield";
[[item[ 59] = "map_objects/suit_upgrade_points";
[[item[ 60] = "map_objects/keycard/cultist";
[[item[ 61] = "map_objects/keycard/hell_flesh_blue";
[[item[ 62] = "map_objects/keycard/hell_flesh_red";
[[item[ 63] = "map_objects/keycard/hell_flesh_yellow";
[[item[ 64] = "map_objects/keycard/mech_battery";
[[item[ 65] = "map_objects/keycard/slayer_key";
[[item[ 66] = "map_objects/keycard/uac_blue";
[[item[ 67] = "map_objects/keycard/uac_red";
[[item[ 68] = "map_objects/keycard/uac_yellow";
[[item[ 69] = "jumpboots/base";
```

```
[[[item[ 70] = "sentinel_armor";
[[[item[ 71] = "throwable/player/frag_grenade";
[[[item[ 72] = "throwable/player/ice_bomb";
[[[item[ 73] = "weapon/player/bfg";
[[[item[ 74] = "weapon/player/chaingun";
[[[item[ 75] = "weapon/player/chaingun_energy_shell";
[[[item[ 76] = "weapon/player/chaingun_energy_shell_primary";
[[[item[ 77] = "weapon/player/chaingun_turret_primary";
[[[item[ 78] = "weapon/player/chaingun_turret_secondary";
[[[item[ 79] = "weapon/player/chainsaw";
[[[item[ 80] = "weapon/player/crucible";
[[[item[ 81] = "weapon/player/doomblade";
[[[item[ 82] = "weapon/player/double_barrel";
[[[item[ 83] = "weapon/player/double_barrel_meat_hook";
[[[item[ 84] = "weapon/player/double_barrel_primary_lockon";
[[[item[ 85] = "weapon/player/equipment_flame_belch";
[[[item[ 86] = "weapon/player/fists";
[[[item[ 87] = "weapon/player/fists_berserk";
[[[item[ 88] = "weapon/player/fists_doom5melee";
[[[item[ 89] = "weapon/player/fists_swim";
[[[item[ 90] = "weapon/player/gauss_rifle";
[[[item[ 91] = "weapon/player/gauss_rifle_ballista";
[[[item[ 92] = "weapon/player/gauss_rifle_destroyer";
[[[item[ 93] = "weapon/player/heavy_cannon";
[[[item[ 94] = "weapon/player/heavy_cannon_bolt_action";
[[[item[ 95] = "weapon/player/heavy_cannon_burst_detonate";
[[[item[ 96] = "weapon/player/heavy_cannon_burst_detonate_faster_recharge";
[[[item[ 97] = "weapon/player/heavy_cannon_burst_detonate_mastery";
[[[item[ 98] = "weapon/player/plasma_rifle";
[[[item[ 99] = "weapon/player/plasma_rifle_secondary_aoe";
[[[item[100] = "weapon/player/plasma_rifle_secondary_aoe_mastery_primary_supercharge";
[[[item[101] = "weapon/player/plasma_rifle_secondary_microwave";
[[[item[102] = "weapon/player/pointing_arm";
[[[item[103] = "weapon/player/rocket_launcher";
[[[item[104] = "weapon/player/rocket_launcher_detonate";
[[[item[105] = "weapon/player/rocket_launcher_lock_mod";
[[[item[106] = "weapon/player/rocket_launcher_lock_mod_mastery";
[[[item[107] = "weapon/player/shotgun";
[[[item[108] = "weapon/player/shotgun_secondary_full_auto";
```

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[[[item[109] = "weapon/player/shotgun_secondary_pop_rockets";
[[[item[110] = "weapon/player/shotgun_secondary_pop_rockets_mastery";
[[[item[111] = "weapon/player/unmaykr";
]]
[[playerPerks = {
[[hum = 112;
[[[item[0] = "perk/player/argent/ammo_capacity_0";
[[[item[1] = "perk/player/argent/ammo_capacity_1";
[[[item[2] = "perk/player/argent/ammo_capacity_2";
[[[item[3] = "perk/player/argent/ammo_capacity_3";
[[[item[4] = "perk/player/argent/armor_capacity_0";
[[[item[5] = "perk/player/argent/armor_capacity_1";
[[[item[6] = "perk/player/argent/armor_capacity_2";
[[[item[7] = "perk/player/argent/armor_capacity_3";
[[[item[8] = "perk/player/argent/health_capacity_0";
[[[item[9] = "perk/player/argent/health_capacity_1";
[[[item[10] = "perk/player/argent/health_capacity_2";
[[[item[11] = "perk/player/argent/health_capacity_3";
[[[item[12] = "perk/player/blood_punch/base";
[[[item[13] = "perk/player/blood_punch/ai_charge_rate";
[[[item[14] = "perk/player/blood_punch/area_of_effect";
[[[item[15] = "perk/player/blood_punch/max_charges";
[[[item[16] = "perk/player/runes/glory_kill_speed";
[[[item[17] = "perk/player/runes/glory_kill_dash";
[[[item[18] = "perk/player/runes/speed_boost_on_glory_kill";
[[[item[19] = "perk/player/runes/double_jump_air_control";
[[[item[20] = "perk/player/runes/modify_enemy_stagger_duration";
[[[item[21] = "perk/player/runes/activate_focus_on_death_blow";
[[[item[22] = "perk/player/runes/target_strike";
[[[item[23] = "perk/player/runes/decrease_equipment_recharge";
[[[item[24] = "perk/player/runes/blood_punch_loot_on_damage";
[[[item[25] = "perk/player/suit/self_preservation/reduce_hazard_damage";
[[[item[26] = "perk/player/suit/self_preservation/reduce_self_weapon_damage";
[[[item[27] = "perk/player/suit/extermination/barrels_respawn";
[[[item[28] = "perk/player/suit/extermination/barrels_drop_amm0";
[[[item[29] = "perk/player/equipment/frag_base";
[[[item[30] = "perk/player/equipment/frag_reduce_cooldown";
[[[item[31] = "perk/player/equipment/frag_concussive_blast";
[[[item[32] = "perk/player/equipment/frag_cluster_bombs";
```

```
[[[item[ 33] = "perk/player/equipment/frag_max_capacity";
[[[item[ 34] = "perk/player/equipment/ice_base";
[[[item[ 35] = "perk/player/equipment/ice_reduce_cooldown";
[[[item[ 36] = "perk/player/equipment/ice_extend_duration";
[[[item[ 37] = "perk/player/equipment/ice_health_drops";
[[[item[ 38] = "perk/player/equipment/ice_melee_shatter";
[[[item[ 39] = "perk/player/suit/fundamentals/ledge_grab_speed";
[[[item[ 40] = "perk/player/suit/fundamentals/weapon_change_speed";
[[[item[ 41] = "perk/player/suit/dash/dash_regen_delay";
[[[item[ 42] = "perk/player/suit/dash/dash_gk_restore_dash";
[[[item[ 43] = "perk/player/suit/exploration/automap_shows_map_station";
[[[item[ 44] = "perk/player/suit/exploration/automap_shows_progression_items";
[[[item[ 45] = "perk/player/suit/exploration/automap_increased_fog_radius";
[[[item[ 46] = "perk/player/suit/exploration/dossier_shows_progression_items";
[[[item[ 47] = "perk/player/equipment/flame_reduce_cooldown";
[[[item[ 48] = "perk/player/suit/fundamentals/increase_pickup_radius";
[[[item[ 49] = "perk/player/equipment/flame_extend_duration";
[[[item[ 50] = "perk/player/suit/self_preservation/overhealth";
[[[item[ 51] = "perk/player/equipment/flame_more_loot";
[[[item[ 52] = "perk/player/suit/self_preservation/overarmor";
[[[item[ 53] = "perk/player/weapons/chaingun/turret";
[[[item[ 54] = "perk/player/weapons/chaingun/turret_faster_equip";
[[[item[ 55] = "perk/player/weapons/chaingun/turret_faster_movement";
[[[item[ 56] = "perk/player/weapons/chaingun/turret_mastery";
[[[item[ 57] = "perk/player/weapons/chaingun/energy_shell";
[[[item[ 58] = "perk/player/weapons/chaingun/energy_shell_faster_recharge";
[[[item[ 59] = "perk/player/weapons/chaingun/energy_shell_dash_smash";
[[[item[ 60] = "perk/player/weapons/chaingun/energy_shell_mastery";
[[[item[ 61] = "perk/player/weapons/chainsaw/default";
[[[item[ 62] = "perk/player/weapons/bfg/firemode_charge";
[[[item[ 63] = "perk/player/weapons/bfg/shape_sphere";
[[[item[ 64] = "perk/player/weapons/bfg/element_arc";
[[[item[ 65] = "perk/player/weapons/crucible/base";
[[[item[ 66] = "perk/player/weapons/doomblade/level_1";
[[[item[ 67] = "perk/player/weapons/double_barrel/meat_hook";
[[[item[ 68] = "perk/player/weapons/double_barrel/meat_hook_faster_reload";
[[[item[ 69] = "perk/player/weapons/double_barrel/default_faster_reload";
[[[item[ 70] = "perk/player/weapons/double_barrel/meat_hook_mastery";
[[[item[ 71] = "perk/player/weapons/gauss_cannon/ballista";
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[[[item[ 72] = "perk/player/weapons/gauss_cannon/ballista_movement";
[[[item[ 73] = "perk/player/weapons/gauss_cannon/ballista_larger_explosion";
[[[item[ 74] = "perk/player/weapons/gauss_cannon/ballista_mastery";
[[[item[ 75] = "perk/player/weapons/gauss_cannon/destroyer";
[[[item[ 76] = "perk/player/weapons/gauss_cannon/destroyer_charge_levels_aoe";
[[[item[ 77] = "perk/player/weapons/gauss_cannon/destroyer_faster_charge_and_recovery";
[[[item[ 78] = "perk/player/weapons/gauss_cannon/destroyer_charge_levels";
[[[item[ 79] = "perk/player/weapons/heavy_cannon/bolt_action";
[[[item[ 80] = "perk/player/weapons/heavy_cannon/bolt_action_faster_movement";
[[[item[ 81] = "perk/player/weapons/heavy_cannon/bolt_action_faster_reload";
[[[item[ 82] = "perk/player/weapons/heavy_cannon/bolt_action_mastery_upgrades";
[[[item[ 83] = "perk/player/weapons/heavy_cannon/burst_detonate";
[[[item[ 84] = "perk/player/weapons/heavy_cannon/burst_detonate_faster_recharge";
[[[item[ 85] = "perk/player/weapons/heavy_cannon/burst_detonate_faster_charge";
[[[item[ 86] = "perk/player/weapons/heavy_cannon/burst_detonate_primary_charge";
[[[item[ 87] = "perk/player/weapons/heavy_cannon/burst_detonate_mastery";
[[[item[ 88] = "perk/player/weapons/plasma_rifle/secondary_aoe_no_primary_delay";
[[[item[ 89] = "perk/player/weapons/plasma_rifle/secondary_aoe_faster_charge";
[[[item[ 90] = "perk/player/weapons/plasma_rifle/secondary_aoe_mastery";
[[[item[ 91] = "perk/player/weapons/plasma_rifle/secondary_microwave_faster_charge";
[[[item[ 92] = "perk/player/weapons/plasma_rifle/secondary_microwave_max_range";
[[[item[ 93] = "perk/player/weapons/plasma_rifle/secondary_microwave_mastery";
[[[item[ 94] = "perk/player/weapons/rocket_launcher/detonate";
[[[item[ 95] = "perk/player/weapons/rocket_launcher/detonate_proximity_flare";
[[[item[ 96] = "perk/player/weapons/rocket_launcher/detonate_concussive";
[[[item[ 97] = "perk/player/weapons/rocket_launcher/detonate_explosive_array_horizontal";
[[[item[ 98] = "perk/player/weapons/rocket_launcher/lockon_faster_recovery";
[[[item[ 99] = "perk/player/weapons/rocket_launcher/lockon_decrease_lock_time";
[[[item[100] = "perk/player/weapons/rocket_launcher/lockon_mastery";
[[[item[101] = "perk/player/weapons/shotgun/pop_rocket";
[[[item[102] = "perk/player/weapons/shotgun/pop_rocket_faster_recharge";
[[[item[103] = "perk/player/weapons/shotgun/pop_rocket_larger_explosion";
[[[item[104] = "perk/player/weapons/shotgun/pop_rocket_more_bombs";
[[[item[105] = "perk/player/weapons/shotgun/secondary_full_auto";
[[[item[106] = "perk/player/weapons/shotgun/secondary_full_auto_faster_recovery";
[[[item[107] = "perk/player/weapons/shotgun/secondary_full_auto_faster_charge";
[[[item[108] = "perk/player/weapons/shotgun/secondary_full_auto_increased_movement_speed";
[[[item[109] = "perk/player/weapons/shotgun/secondary_full_auto_ammo_giveback";
[[[item[110] = "perk/player/weapons/unmaykr/firemode_change";
```

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    item[111] = "perk/player/e3_tutorial/flame_reduce_cooldown_e3_tutorial";
}

spawnPosition = { // spawn position is not important
    x = 1;

    y = 1;

    z = 1;

}

disabledCheats = {
    num = 1;
    item[0] = "CHEAT_CODE_TYPE_POWERUP_INFINITE_DURATION_BERSERK";
}

aiSpawnPoolDecl = "maps/game/sp/e3m4_boss"; // change this depending on the level used
}
}

```

idGameChallenge_PVP

```

entity {
    entityDef game_info_game_challenge_battlearena_1 {
        inherit = "info/game_challenge/battlearena";
        class = "idGameChallenge_PVP";
        expandInheritance = false;
        poolCount = 0;
        poolGranularity = 2;
        networkReplicated = true;
        disableAIPooling = false;
        edit = {
            networkSerializeTransforms = false;
            modeFlags = {
                allowRespawning = true;
                allowBulletPenetration = false;
            }
            scoreLimit = 3;
            numLives = 9;
            numRounds = 5;
            actorModifierListDecl = "actormodifiers_pvp";
            gcGameEventCallouts = {
                slayerPowerWeapon = "pvp/combat_events/slayer_power_weapon";
                demonSummonedCallout = "pvp/combat_events/general_card_event";
            }
        }
    }
}

```

```

    demonEffectCallout = "pvp/combat_events/general_card_event";
    demonEffectStatusTimer = "pvp/status_timers/demon_effect";
    demonQuickUse1Callout = "pvp/combat_events/general_card_event";
    demonQuickUse2Callout = "pvp/combat_events/general_card_event";
    damageBoostCallout = "pvp/combat_events/general_card_event";
    damageBoostStatusTimer = "pvp/status_timers/timer_damage_boost";
    hasteCallout = "pvp/combat_events/general_card_event";
    hasteStatusTimer = "pvp/status_timers/timer_haste";
    mitigationCallout = "pvp/combat_events/general_card_event";
    mitigationStatusTimer = "pvp/status_timers/timer_damage_mitigation";
    invulnerableCallout = "pvp/combat_events/general_card_event";
    invulnerableStatusTimer = "pvp/status_timers/timer_invulnerable";
    berserkCallout = "pvp/combat_events/general_card_event";
    berserkStatusTimer = "pvp/status_timers/timer_berserk";
    regenCallout = "pvp/combat_events/general_card_event";
    regenStatusTimer = "pvp/status_timers/timer_regeneration";
    lootBlockedCallout = "pvp/voiced/loot_blocked";
    lootBlockedStatusTimer = "pvp/status_timers/timer_loot_blocked";
    extraLifeCallout = "pvp/combat_events/general_card_event";
    demonCriticalHealth = "pvp/voiced/demon_health_critical";
    demonCriticalRecovery = "pvp/voiced/demon_healed";
    slayerCriticalHealth = "pvp/voiced/slayer_health_critical";
    everyoneCritical = "pvp_sudden_death";
}

hitConfirmSoundsInfo = "default";
characterStatusEventText = {
    invulnerableText = {
        textId = "#str_decl_powerup_statuseffect_GHOST45053";
        color = {
            r = 0.87450999;
            g = 0.87450999;
            b = 0.87450999;
        }
    }
    toughenedText = {
        textId = "#str_decl_powerup_statuseffect_GHOST45054";
        color = {
            r = 0.87450999;
            g = 0.87450999;
            b = 0.87450999;
        }
    }
}

```

```

    }
    vulnerableText = {
        textId = "#str_decl_powerup_statuseffect_GHOST45055";
        color = {
            r = 0.87450999;
            g = 0.87450999;
            b = 0.87450999;
        }
    }
    strengthenedText = {
        textId = "#str_decl_powerup_statuseffect_GHOST45056";
        color = {
            r = 0.87450999;
            g = 0.87450999;
            b = 0.87450999;
        }
    }
    hastedText = {
        textId = "#str_decl_powerup_statuseffect_GHOST45057";
        color = {
            r = 0.87450999;
            g = 0.87450999;
            b = 0.87450999;
        }
    }
    slowedText = {
        textId = "#str_decl_powerup_statuseffect_GHOST45058";
        color = {
            r = 0.87450999;
            g = 0.87450999;
            b = 0.87450999;
        }
    }
    berserkingText = {
        textId = "#str_decl_powerup_statuseffect_GHOST45059";
        color = {
            r = 0.87450999;
            g = 0.87450999;
            b = 0.87450999;
        }
    }
}

```

```

    lootBlockedText = {
        textId = "#str_decl_powerup_statuseffect_GHOST45060";
        color = {
            r = 0.87450999;
            g = 0.87450999;
            b = 0.87450999;
        }
    }

    aiSpawnPoolDecl = "maps/game/pvp/battlemode";
    enableBrinkOfDeath = false;
    desummonKillDamage = "damage/hazard/pvp_round_kill";
    slayerHighlightDecl = "pvp/slayer_view_demon_outline";
    demonHighlightDecl = "pvp/demon_view_slayer_outline";
    teammateHighlightDecl = "pvp/demon_view_teammate_outline";
    slayerHighlightLOSBoxDecl = "highlight_los_slayer";
    demonSpawnTargetEntity = "online/summon_target";
    demonSpawnTargetEntityOneHit = "online/summon_target_onehit";
    playerSpawnDef = "player";
    teamSuperSettings = {
        damageFactorAI = 9.99999975e-05;
        tickFactor = 0.003299999998;
    }
    playerAlwaysFullBodyGibs = true;
    maxPlayersPerTeam = {
        ptr = {
            ptr[0] = 1;
            ptr[1] = 2;
        }
    }
    demonOutlineColor = {
        g = 0.501960993;
    }
    demonAllyOutlineColor = {
        r = 1;
        g = 0.501960993;
        b = 0;
    }
    fillColorDemonSees = {
        r = 0.199999988;
        g = 0.199999988;

```

```
    fillColorSlayerSees = {
        r = 0.199999988;
        g = 0.199999988;
        b = 0.199999988;
        a = 0.850000024;
    }
    fillColorHitFlash = {
        g = 0;
        b = 0;
        a = 0.501960993;
    }
    slayerHighlightOptions = {
        enemyDemon = "EHM_ONLY_IN_VIEW";
    }
    demonHighlightOptions = {
        allyDemon = "EHM_ALWAYS";
        enemySlayer = "EHM_ALWAYS";
    }
    raceToStyle = true;
    pvpGameEventCallouts = {
        roundOne = "pvp/voiced/round_one";
        roundTwo = "pvp/voiced/round_two";
        roundThree = "pvp/voiced/round_three";
        roundFour = "pvp/voiced/round_four";
        roundFinal = "pvp/voiced/final_round";
        preMatchFiveSecondsRemaining = "pvp/chimes/five";
        preMatchFourSecondsRemaining = "pvp/chimes/four";
        preMatchThreeSecondsRemaining = "pvp/chimes/three";
        preMatchTwoSecondsRemaining = "pvp/chimes/two";
        preMatchOneSecondRemaining = "pvp/chimes/one";
        roundStart = "pvp/voiced/fight";
        finalRound = "pvp/voiced/final_round";
        demonsRoundLost = "pvp/voiced/demons_round_lost";
        slayerRoundLost = "pvp/voiced/slayer_round_lost";
        slayerKilled = "pvp/voiced/slayer_killed";
        demonKilled = "pvp/voiced/demon_killed";
        demonsKilled = "pvp/voiced/demons_killed";
        slayerVictory = "pvp/voiced/slayer_won_the_match";
    }
}
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    demonVictory = "pvp/voiced/demons_won_the_match";
    demonRespawningSoon = "pvp/voiced/demon_resurrecting_soon";
    respawnFiveSecondsRemaining = "pvp/chimes/resurrect_five";
    respawnFourSecondsRemaining = "pvp/chimes/resurrect_four";
    respawnThreeSecondsRemaining = "pvp/chimes/resurrect_three";
    respawnTwoSecondsRemaining = "pvp/chimes/resurrect_two";
    respawnOneSecondRemaining = "pvp/chimes/resurrect_one";
    demonRespawned = "pvp/voiced/demon_resurrected";
    delayDuringSync = {
        num = 3;
        item[0] = "pvp/voiced/slayer_killed";
        item[1] = "pvp/voiced/demons_won_the_match";
        item[2] = "pvp/voiced/slayer_round_lost";
    }
}

jockeyTimeDuration = {
    value = 5;
}

roundCalloutTimeDuration = {
    value = 3;
}

roundStartCalloutDelaySec = {
    value = 2;
}

pvpProgressionScoringDecl = "battle_arena";
pvpLifecycleManager = {
    podiumAvatarEntDefs = {
        num = 7;
        item[0] = "podiums/avatars/archvile";
        item[1] = "podiums/avatars/doom_marine";
        item[2] = "podiums/avatars/mancubus";
        item[3] = "podiums/avatars/pain_elemental";
        item[4] = "podiums/avatars/revenant";
        item[5] = "podiums/avatars/marauder";
        item[6] = "podiums/avatars/dreadknight";
    }
    podiumLayers = {
        num = 1;
        item[0] = "game/pvp/podium_stage";
    }
    slayerPodiumEntities = "pvp_match_slayer_podium_";
}

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    demonPodiumEntities = "pvp_match_demon_podium_slot_";
    characterAnimBlendMS = 0;
    playerAppearSound = "play_pvp_staging_spawnin";
}

slayerPVPLoadoutDecl = "pvploadout/default";
demonPVPLoadoutDecl = "pvpdemonloadout/default";

respawnTimeSec = {
    branchPairs = {
        num = 1;
        item[ 0 ] = {
            branchKey = "CONTROLLERPAD_DECL";
            branchResult = {
                value = 22;
            }
        }
    }
}

respawnTimeCapSec = {
    defaultValue = {
        value = 20;
    }
    branchPairs = {
        num = 1;
        item[ 0 ] = {
            branchKey = "CONTROLLERPAD_DECL";
            branchResult = {
                value = 22;
            }
        }
    }
}

respawnStatusEffects = {
    num = 2;
    item[ 0 ] = "statuseffect/pvp/demon_action/respawn_protection";
    item[ 1 ] = "statuseffect/pvp/demon_action/respawn_haste";
}

idealRespawnDistanceFromSlayer = 100;

slayerLayersToActivate = {
    num = 1;
    item[ 0 ] = "game/pvp/slayer_team";
}

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    demonLayersToActivate = {
        num = 1;
        item[0] = "game/pvp/demon_team";
    }
    layersToDeactivate = {
        num = 1;
        item[0] = "game/pvp/permanently_hidden";
    }
    musicFirstLoadedState = "music_ghost_states/pvp_lobby";
    musicIntroState = "music_ghost_states/pvp_lobby_player_ready";
    musicMatchState = "music_ghost_states/pvp_lobby_end";
    musicWinState = "music_ghost_states/pvp_win";
    musicLoseState = "music_ghost_states/pvp_lose";
    musicHealthCriticalState = "music_ghost_states/pvp_sudden_death";
    musicRoundWinState = "music_ghost_states/pvp_win_round";
    musicRoundLoseState = "music_ghost_states/pvp_lose_round";
    closeCallHealthThreshold = 50;
    clutchThreshold = 5;
    comebackThreshold = 3;
    surpriseTimeLimit = {
        value = 3;
    }
    surviveThreshold = 4;
    soundOcclusionBypass = true;
    spawnPosition = { // spawn position is not important
        x = 1;
        y = 1;
        z = 1;
    }
}
}

```

Revision #1

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