

idTargetableProxyHandler & idTarget_SmartAIProxy

The **idTargetableProxyHandler** entity defines the render model and proxy list for Meathook Nodes.

The **idTarget_SmartAIProxy** entity defines the grapple position for Meathook Nodes.

Requires assets from either a TAG2 map, besides Dark Lord (**e5m1_spear**, **e5m2_earth**, **e5m3_hell**), or one of the last two Horde Mode maps (**e6m2_earth_horde**, **e6m3_mcity_horde**)

idTargetableProxyHandler

```
entity {
  [entityDef meathook_node_handler_1 {
    [inherit = "target/proxy_handler";
    [class = "idTargetableProxyHandler";
    [expandInheritance = false;
    [poolCount = 0;
    [poolGranularity = 2;
    [networkReplicated = false;
    [disableAIPooling = false;
    [edit = {
      [cooldownDuration = 5000; // defines the cooldown; scrubs set this to 0
      [connectSound = "play_meat_hook_lock_in";
      [ambientLoopSound = "play_meathook_sphere_amb_loop";
      [oneSidedActiveModel = "art/kit/gameplay/meathook_traversal_a.lwo";
      [oneSidedInactiveModel = "art/kit/gameplay/meathook_traversal_b.lwo";
      [allSidedActiveModel = "art/kit/gameplay/meathook_traversal_c.lwo";
      [allSidedInactiveModel = "art/kit/gameplay/meathook_traversal_d.lwo";
      [oneSidedActiveFXModel = "art/kit/gameplay/meathook_traversal_a_rings.lwo";
      [oneSidedInactiveFXModel = "art/kit/gameplay/meathook_traversal_b_rings.lwo";
      [allSidedActiveFXModel = "art/kit/gameplay/meathook_traversal_c_rings.lwo";
      [allSidedInactiveFXModel = "art/kit/gameplay/meathook_traversal_d_rings.lwo";
      [renderModelInfo = {
```

```

model = "art/kit/gameplay/meatHook_traversal_placeholder.lwo";
scale = {
    x = 1;
    y = 1;
    z = 1;
}
clipModelInfo = {
    clipModelName = "maps/prefabs/gameplay/meathook_target/target_proxy_handler_2";
    proxyList = {
        num = 1;
        item[0] = {
            proxyEntity = "meathook_node_1"; // the idTarget_SmartAIProxy entity
            proxyTagName = "meathook_node_handler_1"; // this entity
        }
    }
    isOmnidirectional = true; // setting this to true makes the node appear on both sides
    spawnPosition = { // be sure to change the spawn position
        x = 1;
        y = 1;
        z = 1;
    }
    spawnOrientation = {
        mat = {
            mat[0] = {
                x = 1;
                y = 0;
                z = 0;
            }
            mat[1] = {
                x = 1;
                y = 0;
                z = 0;
            }
        }
    }
}

```

```
}
```

idTarget_SmartAIProxy

```
entity {
  entityDef meathook_node_1 {
    inherit = "target/ai_proxy_meathook";
    class = "idTarget_SmartAIProxy";
    expandInheritance = false;
    poolCount = 0;
    poolGranularity = 2;
    networkReplicated = false;
    disableAIPooling = false;
    edit = {
      flags = {
        noFlood = true;
      }
      targetingDecl = "target_aiproxy_meathook";
      distanceOverride = 25; // how far the Meathook connection is
      renderModelInfo = {
        scale = {
          x = 1;
          y = 1;
          z = 1;
        }
      }
      spawnPosition = { // make this identical to the idTargetableProxyHandler entity
        x = 1;
        y = 1;
        z = 1;
      }
      spawnOrientation = {
        mat = {
          mat[0] = {
            x = 1;
            y = 0;
            z = 0;
          }
          mat[1] = {
            x = 1;
```

```
uint y = 0;
```

```
uint z = 0;
```

```
uint
```

```
uint
```

```
uint
```

```
uint
```

```
}
```

```
}
```

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