

Visuals

Information about various visual effects, such as FX, Particles, and Ribbons.

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FX_PARTICLE

The most common type of FX element will be an FX_PARTICLE, this called on a particle decl file that either defines the particle in the file itself or references already defined particleStage files.

Here are the most essential things to know when dealing with particle decls.

1.) Assign one or many particle decls to an FX element.

A single particle decl.

```
// each time the FX element is invoked, the sole declPrt will be rendered
item[8] = {
  name = "shrapnel_CENTER";
  group = "explosion";
  type = "FX_PARTICLE";
  duration = 2000;
  fadeOutTime = 1500;
  fadeInTime = 0;
  size = 2.0;
  enabled = true;
  delayMin = 100;
  delayMax = 115;
  color = {
    r = 1.0;
    g = 0.4;
    b = 0.2;
    a = 1.0;
  }
  tagName = {
    num = 1;
    item[0] = "exhaust";
  }
  multiTagUseType = "FX_MULTI_TAG_USE_ALL";
  startCondition = {
    num = 1;
    item[0] = "FX_PROJECTILE_EXPLODE_ALT";
  }
  stopCondition = {
    num = 1;
```

```

    item[ 0] = "FX_OUTLINE_OFF";
}
originType = "FX_ORG_TRACK_POS";
offset = {
    x = 0.0;
    y = 0.0;
    z = 0.0;
}
rotationType = "FX_ROT_START_AXIS_PARENT";
rotOffsetAngles = {
    pitch = 0;
    yaw = 0;
    roll = 0;
}
particleParms = {
    declPrt = "weapons/rocketlauncher/explosion_lockon";
}
}

```

If you pass an FX element a list of particle decls, one of them will be chosen at random each time the element is invoked. This is very useful if you don't want to see the same explosions over and over.

```

item[ 6] = {
    name = "LockonRocketExplosion";
    group = "explosion";
    type = "FX_PARTICLE";
    duration = 1500;
    fadeInTime = 0;
    fadeOutTime = 1000;
    size = 1.0;
    enabled = false;
    color = {
        y = 0.130136997;
        z = 0.0262412;
    }
    multiTagUseType = "FX_MULTI_TAG_USE_ALL";
    startCondition = {
        num = 4;
        item[ 0] = "FX_PROJECTILE_EXPLODE";
        item[ 1] = "FX_PROJECTILE_STOP";
    }
}

```

```

    []item[ 2] = "FX_PROJECTILE_STUCK";
    []item[ 3] = "FX_PROJECTILE_EXPLODE_ALT";
}

stopCondition = {
    num = 1;
    []item[ 0] = "FX_NONE";
}

particleParms = {
    declPrtList = {
        num = 3;
        []item[ 0] = "weapons/combatshotgun/pop_rocket_charge_lv_01";
        []item[ 1] = "character/pain_elemental/lost_soul/explosion";
        []item[ 2] = "character/zombie_cueball/full_body_explosion";
        []// declPrt = "weapons/grenade_launcher/concussive_blast";
        []// declPrt = "weapons/rocketlauncher/explosion_array";

    }
}
}

```

Using declPrtList makes it convenient to switch out particle decls, just don't forget to comment out the extra indexes!

```

particleParms = {
    declPrtList = {
        num = 3;
        []item[ 0] = "weapons/combatshotgun/pop_rocket_charge_lv_01";
        item[ 0] = "character/doom_hunter/destructables/metal_chunk_explosion";
        []item[ 1] = "character/pain_elemental/lost_soul/explosion";
        []item[ 2] = "character/zombie_cueball/full_body_explosion";
    }
}

```

FX CONDITIONALS

FX_NONE
FX_EXPLOSIVE_ARMED
FX_EXPLOSIVE_UNARMED
FX_VEH_START_BOOST
FX_VEH_STOP_BOOST
FX_VEH_START_BOOST2
FX_VEH_STOP_BOOST2
FX_VEH_START_BOOST3
FX_VEH_STOP_BOOST3
FX_VEH_START_PUSH
FX_VEH_STOP_PUSH
FX_VEH_START_MONSTERBASHER
FX_VEH_STOP_MONSTERBASHER
FX_CAPTURE_SKULL
FX_START_DAMAGE_LEVEL_1
FX_STOP_DAMAGE_LEVEL_1
FX_START_DAMAGE_LEVEL_2
FX_STOP_DAMAGE_LEVEL_2
FX_START_DAMAGE_LEVEL_3
FX_STOP_DAMAGE_LEVEL_3
FX_START_DAMAGE_LEVEL_4
FX_STOP_DAMAGE_LEVEL_4
FX_EXTRA_DAMAGE
FX_PAIN_INTERRUPT
FX_PAIN_INTERRUPT_END
FX_WEAPON_FIREMODE_PRIMARY
FX_WEAPON_FIREMODE_SECONDARY
FX_WEAPON_TRIGGER_PULL
FX_WEAPON_TRIGGER_RELEASE
FX_WEAPON_START_FIRE
FX_WEAPON_START_FIRE_CHARGED
FX_WEAPON_START_FIRE_LEFT
FX_WEAPON_START_FIRE_RIGHT
FX_WEAPON_START_FIRE_LEFT_ALT
FX_WEAPON_START_FIRE_RIGHT_ALT
FX_WEAPON_START_FIRE_LEFT_DAMAGED
FX_WEAPON_START_FIRE_RIGHT_DAMAGED
FX_WEAPON_START_THIRD_PERSON_FIRE
FX_WEAPON_START_FIRE_QUAD
FX_WEAPON_START_FIRE_QUAD_LEFT
FX_WEAPON_STOP_FIRE
FX_WEAPON_STOP_FIRE_LEFT
FX_WEAPON_STOP_FIRE_RIGHT
FX_WEAPON_STOP_FIRE_LEFT_ALT
FX_WEAPON_STOP_FIRE_RIGHT_ALT
FX_WEAPON_STOP_FIRE_LEFT_DAMAGED
FX_WEAPON_STOP_FIRE_RIGHT_DAMAGED
FX_WEAPON_START_RIBBON

FX_WEAPON_STOP_RIBBON
FX_WEAPON_FIRE_HIT
FX_WEAPON_FIRE_MISS
FX_WEAPON_START_SHELL_EJECT
FX_WEAPON_DRYFIRE
FX_WEAPON_BEGIN_RAISE
FX_WEAPON_BEGIN_LOWER
FX_WEAPON_RELOAD
FX_WEAPON_UNLOAD_AMMO
FX_WEAPON_CHAMBER_AMMO
FX_WEAPON_HAS_AMMO
FX_WEAPON_LOW_AMMO
FX_WEAPON_NO_AMMO
FX_WEAPON_BURST_FIRE_1
FX_WEAPON_BURST_FIRE_2
FX_WEAPON_BURST_FIRE_3
FX_WEAPON_BURST_FIRE_4
FX_WEAPON_BURST_FIRE_5
FX_WEAPON_BURST_FIRE_6
FX_WEAPON_BURST_FIRE_7
FX_WEAPON_BURST_FIRE_8
FX_WEAPON_BURST_FIRE_9
FX_WEAPON_BURST_FIRE_10
FX_WEAPON_BURST_FIRE_11
FX_WEAPON_BURST_FIRE_12
FX_WEAPON_START_ZOOM
FX_WEAPON_END_ZOOM
FX_WEAPON_CHARGE_READY
FX_WEAPON_CHARGE_START
FX_WEAPON_CHARGE_STOP
FX_WEAPON_CHARGE_FULL
FX_WEAPON_CHARGE_FULL_ONCE
FX_WEAPON_CHARGE_PARM
FX_WEAPON_CHARGE_CHARGING
FX_WEAPON_CHARGE_ITEM_VALUE_INT
FX_WEAPON_CHARGE_ITEM_VALUE_0
FX_WEAPON_CHARGE_ITEM_VALUE_1
FX_WEAPON_CHARGE_ITEM_VALUE_2
FX_WEAPON_CHARGE_ITEM_VALUE_3
FX_WEAPON_CHARGE_ITEM_VALUE_4
FX_WEAPON_CHARGE_ITEM_VALUE_5
FX_WEAPON_CHARGE_ITEM_VALUE_6
FX_WEAPON_CHARGE_ITEM_VALUE_7
FX_WEAPON_CHARGE_ITEM_VALUE_8
FX_WEAPON_CHARGE_ITEM_VALUE_9
FX_WEAPON_CHARGE_ITEM_VALUE_10
FX_WEAPON_CHARGE_ITEM_VALUE_11
FX_WEAPON_CHARGE_ITEM_VALUE_12
FX_WEAPON_CHARGE_FULL_ITEM_VALUE_0
FX_WEAPON_CHARGE_FULL_ITEM_VALUE_1
FX_WEAPON_CHARGE_FULL_ITEM_VALUE_2
FX_WEAPON_CHARGE_FULL_ITEM_VALUE_3

FX_WEAPON_CHARGE_FULL_ITEM_VALUE_4
FX_WEAPON_CHARGE_FULL_ITEM_VALUE_5
FX_WEAPON_CHARGE_FULL_ITEM_VALUE_6
FX_WEAPON_CHARGE_FULL_ITEM_VALUE_7
FX_WEAPON_CHARGE_FULL_ITEM_VALUE_8
FX_WEAPON_CHARGE_FULL_ITEM_VALUE_9
FX_WEAPON_CHARGE_FULL_ITEM_VALUE_10
FX_WEAPON_CHARGE_FULL_ITEM_VALUE_11
FX_WEAPON_CHARGE_FULL_ITEM_VALUE_12
FX_WEAPON_CHARGE_PERCENT_0
FX_WEAPON_CHARGE_PERCENT_10
FX_WEAPON_CHARGE_PERCENT_20
FX_WEAPON_CHARGE_PERCENT_30
FX_WEAPON_CHARGE_PERCENT_40
FX_WEAPON_CHARGE_PERCENT_50
FX_WEAPON_CHARGE_PERCENT_60
FX_WEAPON_CHARGE_PERCENT_70
FX_WEAPON_CHARGE_PERCENT_80
FX_WEAPON_CHARGE_PERCENT_90
FX_WEAPON_CHARGE_PERCENT_100
FX_WEAPON_CHARGE_PERCENT_25
FX_WEAPON_CHARGE_PERCENT_75
FX_WEAPON_CHARGE_DISCHARGE
FX_WEAPON_CHARGE_DISCHARGE_FULL
FX_WEAPON_CHARGE_COOLDOWN_PERCENT_0
FX_WEAPON_CHARGE_COOLDOWN_PERCENT_10
FX_WEAPON_CHARGE_COOLDOWN_PERCENT_20
FX_WEAPON_CHARGE_COOLDOWN_PERCENT_30
FX_WEAPON_CHARGE_COOLDOWN_PERCENT_40
FX_WEAPON_CHARGE_COOLDOWN_PERCENT_50
FX_WEAPON_CHARGE_COOLDOWN_PERCENT_60
FX_WEAPON_CHARGE_COOLDOWN_PERCENT_70
FX_WEAPON_CHARGE_COOLDOWN_PERCENT_80
FX_WEAPON_CHARGE_COOLDOWN_PERCENT_90
FX_WEAPON_CHARGE_COOLDOWN_PERCENT_100
FX_WEAPON_CHARGE_COOLDOWN_PERCENT_25
FX_WEAPON_CHARGE_COOLDOWN_PERCENT_75
FX_WEAPON_MOD_ACTIVATE
FX_WEAPON_MOD_DEACTIVATE
FX_WEAPON_MASTERED_BURST_FIRE_REFILL_1
FX_WEAPON_MASTERED_BURST_FIRE_REFILL_2
FX_WEAPON_MASTERED_BURST_FIRE_REFILL_3
FX_WEAPON_MASTERED_BURST_FIRE_REFILL_4
FX_WEAPON_MASTERED_BURST_FIRE_REFILL_5
FX_WEAPON_MASTERED_BURST_FIRE_REFILL_6
FX_WEAPON_MASTERED_BURST_FIRE_REFILL_7
FX_WEAPON_MASTERED_BURST_FIRE_REFILL_8
FX_WEAPON_MASTERED_BURST_FIRE_REFILL_9
FX_WEAPON_MASTERED_BURST_FIRE_EMPTY_1
FX_WEAPON_MASTERED_BURST_FIRE_EMPTY_2
FX_WEAPON_MASTERED_BURST_FIRE_EMPTY_3
FX_WEAPON_MASTERED_BURST_FIRE_EMPTY_4

FX_WEAPON_MASTERED_BURST_FIRE_EMPTY_5
FX_WEAPON_MASTERED_BURST_FIRE_EMPTY_6
FX_WEAPON_MASTERED_BURST_FIRE_EMPTY_7
FX_WEAPON_MASTERED_BURST_FIRE_EMPTY_8
FX_WEAPON_MASTERED_BURST_FIRE_EMPTY_9
FX_WEAPON_BARREL_SPIN
FX_WEAPON_TARGET_ACQUIRING
FX_WEAPON_TARGET_LOCKED
FX_WEAPON_TARGET_LOCK_RELEASED
FX_WEAPON_TARGET_LOCK_BROKEN
FX_WEAPON_NO_MICROWAVE_TARGET
FX_WEAPON_NO_MICROWAVE_TARGET_STOP
FX_WEAPON_WARNING_START
FX_WEAPON_WARNING_STOP
FX_WEAPON_SEARCHING_START
FX_WEAPON_SEARCHING_STOP
FX_WEAPON_MEATHOOK_RETURN
FX_WEAPON_SUPERCHARGE_START
FX_WEAPON_SUPERCHARGE_STOP
FX_HOLOGRAM_START
FX_LASER_ON
FX_LASER_OFF
FX_SAVING_THROW_START
FX_SAVING_THROW_END
FX_BFG_POWER_DOWN
FX_PROJECTILE_LAUNCH
FX_PROJECTILE_TRAIL
FX_PROJECTILE_BREAK
FX_PROJECTILE_STOP
FX_PROJECTILE_STUCK
FX_PROJECTILE_STUCK_WEAK_POINT
FX_PROJECTILE_EXPLODE
FX_PROJECTILE_EXPLODE_LOCAL
FX_PROJECTILE_EXPLODE_ALT
FX_PROJECTILE_EXPLODE_ALT_2
FX_PROJECTILE_EXPLODE_PIECE_1
FX_PROJECTILE_EXPLODE_PIECE_2
FX_PROJECTILE_EXPLODE_PIECE_3
FX_PROJECTILE_EXPLODE_PIECE_4
FX_PROJECTILE_EXPLODE_DEFAULT
FX_PROJECTILE_EXPLODE_BLOOD_POOL
FX_PROJECTILE_EXPLODE_SLUDGE
FX_PROJECTILE_EXPLODE_DIRT
FX_PROJECTILE_EXPLODE_PLASTIC
FX_PROJECTILE_EXPLODE_GLASS
FX_PROJECTILE_EXPLODE_WATER
FX_PROJECTILE_EXPLODE_WOOD
FX_PROJECTILE_EXPLODE_STONE
FX_PROJECTILE_EXPLODE_METAL
FX_PROJECTILE_EXPLODE_AIR
FX_PROJECTILE_EXPLODE ASPHALT
FX_PROJECTILE_EXPLODE_FROM_DETONATE_SURF

FX_PROJECTILE_EXPLODE_BOSS
FX_PROJECTILE_EXPLODE_WEAK_POINT
FX_PROJECTILE_COLLIDE
FX_PROJECTILE_DEPLOY
FX_PROJECTILE_DIRECT_DAMAGE
FX_PROJECTILE_PROXIMITY_FLARE_START
FX_PROJECTILE_PROXIMITY_FLARE_END
FX_PROJECTILE_ENTER_SOLID
FX_PROJECTILE_EXIT_SOLID
FX_PROJECTILE_AI_FALTER
FX_AI_HEADSHOT
FX_AI_HEADSHOT_BONUS
FX_AI_DMG_BLOOD
FX_AI_DMG_TANK
FX_AI_START_DMG_ELECTROCUTE
FX_AI_STOP_DMG_ELECTROCUTE
FX_AI_IMPALED
FX_AI_BFG_EXPLODE
FX_AI_FREEZE
FX_AI_UNFREEZE
FX_PENETRATING_SHOT
FX_PENETRATING_SHOT_2
FX_PENETRATING_SHOT_3
FX_PENETRATING_SHOT_4
FX_PENETRATING_SHOT_5
FX_PROP_SPAWN
FX_PROP_PICKUP
FX_PROP_USE
FX_PROP_STOP_USE
FX_PROP_ACTIVATE
FX_PROP_BREAK
FX_PROP_EXPLODE
FX_PROP_DAMAGE
FX_ZIPLINE_SPEED_SLOW
FX_ZIPLINE_SPEED_MED
FX_ZIPLINE_SPEED_FAST
FX_ZIPLINE_SPEED_LUDICROUS
FX_ZIPLINE_SPEED_SLOW_REVERSE
FX_ZIPLINE_SPEED_MED_REVERSE
FX_ZIPLINE_SPEED_FAST_REVERSE
FX_ZIPLINE_SPEED_LUDICROUS_REVERSE
FX_START_ON_FIRE
FX_STOP_ON_FIRE
FX_START_DEATH_1
FX_START_DEATH_2
FX_START_DEATH_3
FX_START_DEATH_4
FX_START_DEATH_BFG
FX_START_DEATH_SIGNATURE
FX_START_DEATH_LAVA
FX_START_DEATH_EXPLODE
FX_PARRY_ACTIVE

FX_PARRY_ACTIVE_UPGRADED
FX_PARRY_SUCCESS
FX_PARRY_SUCCESS_UPGRADED
FX_HAZMAT_OFF
FX_HAZMAT_0_25
FX_HAZMAT_26_50
FX_HAZMAT_51_75
FX_HAZMAT_76_100
FX_OXYGEN_OFF
FX_OXYGEN_0_25
FX_OXYGEN_26_50
FX_OXYGEN_51_75
FX_OXYGEN_76_100
FX_MODEL_SHOW_01
FX_MODEL_SHOW_02
FX_MODEL_SHOW_03
FX_MODEL_SHOW_04
FX_MODEL_SHOW_05
FX_MODEL_SHOW_06
FX_MODEL_SHOW_07
FX_MODEL_SHOW_08
FX_MODEL_SHOW_09
FX_MODEL_HIDE_01
FX_MODEL_HIDE_02
FX_MODEL_HIDE_03
FX_MODEL_HIDE_04
FX_MODEL_HIDE_05
FX_MODEL_HIDE_06
FX_MODEL_HIDE_07
FX_MODEL_HIDE_08
FX_MODEL_HIDE_09
FX_CINEMATIC_1
FX_CINEMATIC_2
FX_CINEMATIC_3
FX_CINEMATIC_4
FX_CINEMATIC_5
FX_CINEMATIC_6
FX_CINEMATIC_7
FX_CINEMATIC_8
FX_CINEMATIC_9
FX_CINEMATIC_10
FX_CINEMATIC_11
FX_CINEMATIC_12
FX_CINEMATIC_13
FX_CINEMATIC_14
FX_CINEMATIC_15
FX_CINEMATIC_16
FX_CINEMATIC_17
FX_CINEMATIC_18
FX_CINEMATIC_19
FX_CINEMATIC_20
FX_CINEMATIC_MP_1

FX_CINEMATIC_MP_2
FX_CINEMATIC_MP_3
FX_CINEMATIC_MP_4
FX_CINEMATIC_MP_5
FX_CINEMATIC_MP_6
FX_CINEMATIC_MP_7
FX_CINEMATIC_MP_8
FX_CINEMATIC_MP_9
FX_CINEMATIC_MP_10
FX_CINEMATIC_MP_11
FX_CINEMATIC_MP_12
FX_CINEMATIC_MP_13
FX_CINEMATIC_MP_14
FX_CINEMATIC_MP_15
FX_CINEMATIC_MP_16
FX_CINEMATIC_MP_17
FX_CINEMATIC_MP_18
FX_CINEMATIC_MP_19
FX_CINEMATIC_MP_20
FX_MELEE_1_START
FX_MELEE_2_START
FX_MELEE_3_START
FX_MELEE_1_STOP
FX_MELEE_2_STOP
FX_MELEE_3_STOP
FX_STOP_LEFT_HAND_FX
FX_STOP_RIGHT_HAND_FX
FX_PLAYER_VIEW_HIT
FX_ECHO_SCAN_START
FX_POSSESSED
FX_POSSESSED_CANCEL
FX_PLASMA_STUN
FX_ICE_BOMB_STUN
FX_ICE_BOMB_STUN_STOP
FX_ICE_BOMB_STUN_UPGRADED_START
FX_ICE_BOMB_STUN_UPGRADED_STOP
FX_ICE_BOMB_STUN_OVER
FX_ICE_BOMB_STUN_OVER_UPGRADED
FX_BFG_STUN
FX_EQUIPMENT_PULL_STUN
FX_HEAD_SHOT
FX_HEAD_SHOT_MASTERY_SHOCKWAVE
FX_DAMAGE_TAKEN
FX_DAMAGE_SHRAPNEL
FX_DAMAGE_SPLASH
FX_PAIN_STAGGER_STARTED
FX_PAIN_FALTER_STARTED
FX_START_SLOWED_FALTER_PAIN
FX_STOP_SLOWED_FALTER_PAIN
FX_WEAPON_CHAINSAW_START
FX_WEAPON_CHAINSAW_RUN
FX_WEAPON_CHAINSAW_REV

FX_WEAPON_CHAINSAW_CUT
FX_WEAPON_CHAINSAW_SURGE
FX_WEAPON_CHAINSAW_CUT_ENDED
FX_WEAPON_CHAINSAW_CUTTING_FLESH
FX_WEAPON_CHAINSAW_CUTTING_FLESH_ENDED
FX_WEAPON_OVERHEAT_PERCENT_0
FX_WEAPON_OVERHEAT_PERCENT_25
FX_WEAPON_OVERHEAT_PERCENT_50
FX_WEAPON_OVERHEAT_PERCENT_75
FX_WEAPON_OVERHEAT_PERCENT_100
FX_MANCUBUS_STEAM_BLAST_START
FX_MANCUBUS_FLAMES_START
FX_MANCUBUS_FLAMES_STOP
FX_MANCUBUS_FLAMES_ROLLOFF_START
FX_MANCUBUS_FLAMES_ROLLOFF_STOP
FX DISSOLVE_IN
FX DISSOLVE_OUT
FX DISSOLVE_OUT_FOREVER
FX_SYNCED_MELEE_START
FX_SYNCED_MELEE_END
FX_SYNCED_MELEE_FOCAL_ON
FX_SYNCED_MELEE_FOCAL_OFF
FX_SYNCED_MELEE_ATTACK_PROMPT_ON
FX_SYNCED_MELEE_ATTACK_PROMPT_OFF
FX_OUTLINE_ON
FX_OUTLINE_OFF
FX_ABILITY_ACTIVATION_SUCCESS
FX_ABILITY_ACTIVATION_END
FX_ABILITY_ACTIVATION_SUCCESS_LOCAL
FX_ABILITY_ACTIVATION_END_LOCAL
FX_SUMMON_DEMON_IMP
FX_PLAYER_WATER_ENTER
FX_PLAYER_WATER_SWIM
FX_PLAYER_WATER_EXIT
FX_PLAYER_MOVEMENT_STARTED_SPRINTING
FX_PLAYER_MOVEMENT_STOPPED_SPRINTING
FX_PLAYER_MOVEMENT_JUMPED
FX_PLAYER_MOVEMENT_LANDED
FX_PLAYER_MOVEMENT_CROUCHED
FX_PLAYER_MOVEMENT_UNCROUCHED
FX_PLAYER_BERSERK_START
FX_PLAYER_BERSERK_STOP
FX_PORTAL_OPEN
FX_PORTAL_CLOSE
FX_GORE_SPRAY_1
FX_DESTROYER_BLADE_GORE_SPRAY_1
FX_MELEE_TRACE_IMPACT_START
FX_MELEE_TRACE_IMPACT_END
FX_PLAYERDAMAGE_BULLET_CENTER
FX_PLAYERDAMAGE_BULLET_SIDE
FX_PLAYERDAMAGE_MELEE_CENTER
FX_PLAYERDAMAGE_MELEE_SIDE

FX_PLAYERDAMAGE_EXPLOSIVE_CENTER
FX_PLAYERDAMAGE_EXPLOSIVE_SIDE
FX_PLAYERDAMAGE_PLASMA_CENTER
FX_PLAYERDAMAGE_PLASMA_SIDE
FX_PLAYERDAMAGE_FIRE_CENTER
FX_PLAYERDAMAGE_FIRE_SIDE
FX_PLAYERDAMAGE_ELECTRIC_CENTER
FX_PLAYERDAMAGE_ELECTRIC_SIDE
FX_PLAYERDAMAGE_XENON_CENTER
FX_PLAYERDAMAGE_XENON_SIDE
FX_PLAYERDAMAGE_RADIATION_CENTER
FX_PLAYERDAMAGE_RADIATION_SIDE
FX_PLAYERDAMAGE_RADIATION_WARNING
FX_PLAYERDAMAGE_RADIATION_DAMAGE
FX_PLAYERDAMAGE_BFG_CENTER
FX_PLAYERDAMAGE_BFG_SIDE
FX_PLAYERDAMAGE_WOLF_BITE_CENTER
FX_PLAYERDAMAGE_WOLF_BITE_SIDE
FX_PLAYER_DAMAGE_SIPHON_START
FX_PLAYER_DAMAGE_SIPHON_STOP
FX_PLAYER_HEAL_SIPHON_START
FX_PLAYER_HEAL_SIPHON_STOP
FX_PLAYER_DAMAGE_SIPHON_LOCAL_PLAYER_START
FX_PLAYER_DAMAGE_SIPHON_LOCAL_PLAYER_STOP
FX_PLAYER_DAMAGE_TESLA_LOCAL_PLAYER_START
FX_PLAYER_DAMAGE_TESLA_LOCAL_PLAYER_STOP
FX_PLAYER_DAMAGE_SLUDGE
FX_PLAYER_DAMAGE_PLASMA_PUDDLE
FX_PLAYER_DAMAGE_FLAMING_BARREL
FX_PLAYER_DAMAGE_RADIATION_BARREL
FX_PLAYER_DAMAGE_SCREENCRACK_LIGHT_START
FX_PLAYER_DAMAGE_SCREENCRACK_MEDIUM_START
FX_PLAYER_DAMAGE_SCREENCRACK_HEAVY_START
FX_PLAYER_DAMAGE_SCREENCRACK_LIGHT_STOP
FX_PLAYER_DAMAGE_SCREENCRACK_MEDIUM_STOP
FX_PLAYER_DAMAGE_SCREENCRACK_HEAVY_STOP
FX_PLAYER_DAMAGE_BLOOD_1
FX_PLAYER_DAMAGE_BLOOD_2
FX_PLAYER_DAMAGE_BLOOD_3
FX_PLAYER_DAMAGE_BLOOD_4
FX_PLAYER_DAMAGE_BLOOD_5
FX_PLAYER_DAMAGE_BLOOD_6
FX_PLAYER_DAMAGE_BLOOD_STOP
FX_PLAYER_DAMAGE_BLOOD_MEDIUM_CORNERS
FX_PLAYER_DAMAGE_BLOOD_HEAVY_CORNERS
FX_PLAYER_DAMAGE_FLARE_START
FX_PLAYER_DAMAGE_FLARE_STOP
FX_PLAYER_DAMAGE_CACODEMON_BILE
FX_PLAYER_KILLED_PINKY_BULLRUSH
FX_PLAYER_FRIENDLY_SIPHON_START
FX_PLAYER_HOSTILE_SIPHON_START
FX_PLAYER_GROUND_SLAM

FX_PLAYER_GROUND_SLAM_SUPER
FX_HANDS_SLAM_START
FX_HANDS_SLAM_START_SUPER
FX_PLAYERDAMAGE_LIGHT_FROM_N
FX_PLAYERDAMAGE_LIGHT_FROM_NE
FX_PLAYERDAMAGE_LIGHT_FROM_E
FX_PLAYERDAMAGE_LIGHT_FROM_SE
FX_PLAYERDAMAGE_LIGHT_FROM_S
FX_PLAYERDAMAGE_LIGHT_FROM_SW
FX_PLAYERDAMAGE_LIGHT_FROM_W
FX_PLAYERDAMAGE_LIGHT_FROM_NW
FX_PLAYERDAMAGE_HEAVY_FROM_N
FX_PLAYERDAMAGE_HEAVY_FROM_NE
FX_PLAYERDAMAGE_HEAVY_FROM_E
FX_PLAYERDAMAGE_HEAVY_FROM_SE
FX_PLAYERDAMAGE_HEAVY_FROM_S
FX_PLAYERDAMAGE_HEAVY_FROM_SW
FX_PLAYERDAMAGE_HEAVY_FROM_W
FX_PLAYERDAMAGE_HEAVY_FROM_NW
FX_PLAYERDAMAGE_DEEP_WATER_CENTER
FX_PLAYERDAMAGE_DEEP_WATER_SIDE
FX_RESURRECT_START
FX_RESURRECT_STOP
FX_RESURRECT_FAIL
FX_SPAWN_START
FX_SPAWN_STOP
FX_SUMMON_START
FX_SUMMON_STOP
FX_SUMMON_FAIL
FX_DESPAWN_START
FX_DESPAWN_STOP
FX_STATUS_START
FX_STATUS_END
FX_STATUS_LOCAL_START
FX_STATUS_LOCAL_END
FX_PLAYER_STATUS1_START
FX_PLAYER_STATUS1_STOP
FX_PLAYER_STATUS2_START
FX_PLAYER_STATUS2_STOP
FX_PLAYER_STATUS3_START
FX_PLAYER_STATUS3_STOP
FX_PLAYER_STATUS4_START
FX_PLAYER_STATUS4_STOP
FX_PLAYER_STATUS5_START
FX_PLAYER_STATUS5_STOP
FX_PLAYER_SPAWN
FX_PLAYER_ELIMINATION
FX_PLAYER_FAST_TRAVEL_START
FX_PLAYER_FAST_TRAVEL_LOOP
FX_PLAYER_FAST_TRAVEL_STOP
FX_HEALTH_LOW
FX_HEALTH_REALLY_LOW

FX_HEALTH_OKAY
FX_TELEPORT_ENTER
FX_TELEPORT_EXIT
FX_TELEPORT_COOLDOWN_START
FX_TELEPORT_COOLDOWN_END
FX_DETONATE_START
FX_DETONATE_STOP
FX_BURN_1_START
FX_BURN_1_STOP
FX_BURN_2_START
FX_BURN_2_STOP
FX_BURN_3_START
FX_BURN_3_STOP
FX_BURN_ACQUIRE
FX_BURN_LOST
FX_SHIELD_ACTIVATE
FX_SHIELD_SPAWN_ACTIVATE
FX_SHIELD_LOW
FX_SHIELD_POP
FX_SHIELD_HIT_HEAD
FX_SHIELD_HIT_BODY
FX_SHIELD_HIT_LEFTARM
FX_SHIELD_HIT_RIGHTARM
FX_SHIELD_HIT_LEFTLEG
FX_SHIELD_HIT_RIGHTLEG
FX_SHIELD_DEACTIVATE
FX_SHIELD_DEACTIVATE_MAX_DAMAGE
FX_SHIELD_DEACTIVATE_MAX_DURATION
FX_SHIELD_IMPACT
FX_SHIELD_REFLECT
FX_SHIELD_BREAK
FX_SHIELD_BREAK_WORLD
FX_SHIELD_EXPLODE
FX_SHIELD_DAMAGED
FX_SHIELD_CONTACT_DAMAGE
FX_SHIELD_HEALTH_PARM
FX_SHIELD_READY_TO_FIRE
FX_SHIELD_INVULNERABLE_START
FX_SHIELD_INVULNERABLE_STOP
FX_REPAIR_START
FX_REPAIR_STOP
FX_POWER_UP_CHARGING
FX_POWER_UP_INCOMING
FX_POWER_UP_IDLE
FX_POWER_UP_PICK_UP
FX_POWER_UP_PICK_UP_DROP
FX_POWER_UP_START
FX_POWER_UP_STOP
FX_POWER_DOWN_START
FX_POWER_DOWN_STOP
FX_LOCKED_START
FX_LOCKED_STOP

FX_UNLOCKED_START
FX_UNLOCKED_STOP
FX_DSACTIVE_START
FX_DSACTIVE_STOP
FX_DSINACTIVE_START
FX_DSINACTIVE_STOP
FX_SCAN_START
FX_SCAN_STOP
FX_WARNING_START
FX_WARNING_STOP
FX_RUNE_BLOOD_FUELED
FX_RUNE_SEEK_DESTROY
FX_RUNE_AMMO_START
FX_RUNE_AMMO_STOP
FX_FOCUS_START
FX_FOCUS_END
FX_FRIENDLY_LOOP_START
FX_FRIENDLY_LOOP_STOP
FX_HOSTILE_LOOP_START
FX_HOSTILE_LOOP_STOP
FX_INVISIBILITY_START
FX_INVISIBILITY_STOP
FX_GENERICSTATE_1_START
FX_GENERICSTATE_1_STOP
FX_GENERICSTATE_2_START
FX_GENERICSTATE_2_STOP
FX_GENERICSTATE_3_START
FX_GENERICSTATE_3_STOP
FX_GENERICSTATE_4_START
FX_GENERICSTATE_4_STOP
FX_DEMON_CRITHIT_1
FX_DEMON_CRITHIT_2
FX_DEMON_START_LIGHT
FX_DEMON_STOP_LIGHT
FX_DEMON_START_TIMEOUT
FX_DEMON_TIMEOUT
FX_DEMONPRESENCE_START
FX_DEMONPRESENCE_STOP
FX_PROWLER_POUNCE_ENTER
FX_PROWLER_POUNCE_EXIT
FX_PROWLER_ATTACH_RIGHT
FX_PROWLER_ATTACH_LEFT
FX_PROWLER_CURSE_START
FX_PROWLER_CURSE_STOP
FX_PERSONAL_TELEPORTER_ACTIVE
FX_PERSONAL_TELEPORTER_DESTROY
FX_PERSONAL_TELEPORTER_INCOMING
FX_INVENTORY_BOOST_PACK_ACTIVATED
FX_INVENTORY_BOOST_PACK_DEACTIVATED
FX_INVENTORY_GIVE_OVER_TIME_ITEM
FX_STEALTH_FIELD_ENTER
FX_STEALTH_FIELD_EXIT

FX_DOUBLE_JUMP_THIRD_PERSON
FX_CHANGE_TEAM_NONE
FX_CHANGE_TEAM_ONE
FX_CHANGE_TEAM_TWO
FX_CHANGE_TEAM_ENEMY
FX_CHANGE_TEAM_ALLIED
FX_CHANGE_TEAM_NEUTRAL
FX_DESIGNSYS_STARTTOUCH
FX_DESIGNSYS_ENDTOUCH
FX_PICKUP_AMMO_CRATE
FX_PICKUP_ARMOR_SMALL
FX_PICKUP_ARMOR_MEDIUM
FX_PICKUP_ARMOR_LARGE
FX_PICKUP_HEALTH_SMALL
FX_PICKUP_HEALTH_MEDIUM
FX_PICKUP_HEALTH_LARGE
FX_PICKUP_SOULDROP
FX_PICKUP_GENERAL_STOP
FX_PICKUP_RAD_SUIT
FX_PICKUP_OXYGEN_SUIT
FX_SOULDROP_IDLE
FX_SOULDROP_SEEKING
FX_FROZEN_MELEE_HIT_1
FX_FROZEN_MELEE_HIT_2
FX_FROZEN_MELEE_HIT_3
FX_FROZEN_MELEE_HIT_4
FX_FROZEN_MELEE_HIT_5
FX_FROZEN_MELEE_SHATTER
FX_CHARGEBALL_SCORE_FRIENDLY
FX_CHARGEBALL_SCORE_ENEMY
FX_IN_DOMINATION_ZONE
FX_GLORY_SHOCKWAVE
FX_POWERUP_SHOCKWAVE
FX_TELEFRAG
FX_BOSS_START_SIDE_LASER_1
FX_BOSS_START_SIDE_LASER_2
FX_BOSS_START_SIDE_LASER_3
FX_BOSS_START_SIDE_LASER_4
FX_BOSS_START_SIDE_LASER_5
FX_BOSS_START_SIDE_LASER_6
FX_GL_SHIELD_LOAD
FX_GL_SHIELD_SHOOT
FX_GL_SHIELD_COLLIDE
FX_GL_SHIELD_DESTROY
FX_IOS_RIGHT_ARM_ARMOR_DEPLETED
FX_IOS_RIGHT_FOREARM_ARMOR_DEPLETED
FX_IOS_RIGHT_CHEST_ARMOR_DEPLETED
FX_IOS_LEFT_ARM_ARMOR_DEPLETED
FX_IOS_LEFT_FOREARM_ARMOR_DEPLETED
FX_IOS_LEFT_CHEST_ARMOR_DEPLETED
FX_IOS_HEAD_ARMOR_DEPLETED
FX_IOS_TORSO_ARMOR_DEPLETED

FX_GLORY_SPEED_BOOST
FX_GLORY_SAVAGERY_START
FX_GLORY_SAVAGERY_STOP
FX_GLORY_SAVAGERY_START_END
FX_GLORY_SAVAGERY_AOE_START_END
FX_GLORY_SAVAGERY_AOE_LOW_HEALTH_START_END
FX_GLORY_SAVAGERY_START_THIRD
FX_GLORY_SAVAGERY_STOP_THIRD
FX_GLORY_SAVAGERY_START_END_THIRD
FX_GLORY_SAVAGERY_AOE_START_END_THIRD
FX_GLORY_SAVAGERY_AOE_LOW_HEALTH_START_END_THIRD
FX_CACODEMON_SNARE_REEL_IN
FX_ARMOR_SWAP_HEAD
FX_ARMOR_SWAP_TORSO
FX_ARMOR_SWAP_LARM
FX_ARMOR_SWAP_RARM
FX_ARMOR_SWAP_LEGS
FX_ARMOR_SWAP_FULL
FX_DEMONPLAYER_SHIELD_START
FX_DEMONPLAYER_SHIELD_END
FX_DEMONPLAYER_SHIELD_BREAK
FX_DEMONPLAYER_SHIELD_DISSIPATE
FX_DEMONPLAYER_SHIELD_TAKE_DAMAGE
FX_DEMONPLAYER_CACODEMON_IDLE_START
FX_DEMONPLAYER_CACODEMON_IDLE_STOP
FX_DEMONPLAYER_CACODEMON_CHARGE_START
FX_DEMONPLAYER_CACODEMON_CHARGE_STOP
FX_DEMONPLAYER_CACODEMON_SHOOT
FX_DEMONPLAYER_CACODEMON_SNARE
FX_DEMONPLAYER_PINKY_BULLRUSH_BEGIN
FX_DEMONPLAYER_PINKY_BULLRUSH_END
FX_DEMONPLAYER_PINKY_BULLRUSH_GIB
FX_DEMONPLAYER_PINKY_CLOAK_SHIMMER_START
FX_DEMONPLAYER_PINKY_CLOAK_SHIMMER_STOP
FX_DEMONPLAYER_BOUNCEPAD_START
FX_VOLUME_DOT_ENTER
FX_VOLUME_DOT_EXIT
FX_FIRE_MUZZLE_1
FX_FIRE_MUZZLE_2
FX_FIRE_MUZZLE_3
FX_FIRE_MUZZLE_4
FX_BUFF_GENERIC
FX_BUFF_SPIRIT
FX_BUFF_SCREECHER
FX_SHOW_WEAPON_LEFT
FX_SHOW_WEAPON_RIGHT
FX_MAN_ON_FIRE
FX_MAN_ON_FIRE_NAPALM
FX_MAN_ON_FIRE_FLAME_ROUNDS
FX_MAN_ON_FIRE_STOP
FX_MAN_ON_FIRE_UPGRADED_START
FX_MAN_ON_FIRE_UPGRADED_STOP

FX_DESTRUCT_START
FX_DESTRUCT_COLLIDE
FX_DESTRUCT_END
FX_DESTRUCT_SILLYGOOSE_START
FX_DESTRUCT_SILLYGOOSE_END
FX_DEMON_GHOSTING_FIRST_PERSON_START
FX_DEMON_GHOSTING_FIRST_PERSON_STOP
FX_DEMON_DISGUISED_FIRST_PERSON_START
FX_DEMON_DISGUISED_FIRST_PERSON_STOP
FX_DEMON_GHOSTING_THIRD_PERSON_START
FX_DEMON_GHOSTING_THIRD_PERSON_STOP
FX_DEMON_DISGUISED_THIRD_PERSON_START
FX_DEMON_DISGUISED_THIRD_PERSON_STOP
FX_REVENANT_AFTERBURNER_START
FX_REVENANT_AFTERBURNER_END
FX_REVENANT_BARRAGE_CHARGE
FX_REVENANT_BARRAGE_FIRE
FX_REVENANT_JETPACK_OVERHEAT_START
FX_REVENANT_JETPACK_OVERHEAT_END
FX_REVENANT_REDLINE_START
FX_REVENANT_REDLINE_END
FX_DASH_ACTIVATED
FX_DASH_LOGIC_ENTITY_ACTIVATED
FX_DASH_AI_COLLISION
FX_CHAINGUN_DASH_SMASH
FX_ARMORED_BARON_DEACTIVATE_GLOW
FX_ARMORED_BARON_ARMOR_REGEN_WARNING_START
FX_ARMORED_BARON_ARMOR_REGEN_WARNING_STOP
FX_ARMORED_BARON_ARMOR_REGEN
FX_ARMORED_BARON_ARMOR_REGEN_MACE
FX_AI_HEALTH_REGEN_START
FX_AI_HEALTH_REGEN_STOP
FX_AI_HEALTH_GAIN
FX_TRIGGER_ACTIVATED
FX_TRIGGER_DEACTIVATED
FX_TRIGGER_READY
FX_SLAYER_PROTECTION
FX_AI_FRIENDLY_FLAMES
FX_AI_FRIENDLY_FLAMES_2
FX_AI_FRIENDLY_FLAMES_3
FX_AI_DESTRUCTIBLE_THRUSTER_LEFT
FX_AI_DESTRUCTIBLE_THRUSTER_RIGHT
FX_HAMMER_DEBUFF_START
FX_HAMMER_DEBUFF_STOP
FX_PLAYER_SLOWDOWN_BLOODANGEL
FX_PLAYER_SLOWDOWN_BLOODANGEL_HAZARD
FX_PLAYER_SLOWDOWN_SAMUR
FX_PLAYER_SLOWDOWN_PUSPOD
FX_PLAYER_CURSED_PROWLER_START
FX_PLAYER_CURSED_PROWLER_STOP
FX_STOP_PODIUM_EFFECTS
FX_MAX_CONDITIONS

FX_EXTRA_COND_NONE
FX_EXTRA_COND_WEAP_LEFT
FX_EXTRA_COND_WEAP_RIGHT
FX_EXTRA_COND_PRIMARY_FIRE
FX_EXTRA_COND_SECONDARY_FIRE
FX_EXTRA_COND_ALLIED
FX_EXTRA_COND_ENEMY
FX_EXTRA_COND_DAMAGE_LIGHT
FX_EXTRA_COND_DAMAGE_MEDIUM
FX_EXTRA_COND_DAMAGE_HEAVY
FX_EXTRA_COND_QUAD
FX_EXTRA_COND_HELL
FX_EXTRA_COND_TECH
FX_EXTRA_COND_IMPACT_METAL
FX_EXTRA_COND_IMPACT_STONE
FX_EXTRA_COND_IMPACT_WOOD
FX_EXTRA_COND_IMPACT_FLESH
FX_EXTRA_COND_IMPACT_LIQUID
FX_EXTRA_COND_MAX

OVERVIEW

- An fx decl is found inside `generated/decls/fx/`
- each fx decl is made of `n` elements
- each element can be the following type
 - `FX_PARTICLE`
 - bread and butter of all FX you'll encounter, it calls on a particle decl that contains particlestage elements or custom elements defined to that particular particle decl
 - `FX_LIGHT`
 - `FX_DECAL`
 - spawns 3d models such as rocks, smoke, or other simple shapes
 - `FX_MODEL`
 - used for things like the tyrant and baron sword effects
 - `FX_SOUND`
 - `FX_SCREEN_SHAKE`
 - `FX_CONTROLLER_SHAKE`
 - `FX_RENDERPARM`
 - effects such as the khan/blood maykr and doomhunter shields
 - `FX_BLENDED_OPACITY`
 - `FX_ENV_OVERRIDE`
 - `FX_FLARE`
 - `FX_BLUR_RADIAL`
 - `FX_BLUR_GAUSSIAN`
 - `FX_DEPTH_OF_FIELD`
 - `FX_FOV`
 - `FX_RIBBON_2`
 - `FX_HURT_TRIGGER`
 - `FX_DESTRUCTIBLE`
 - `FX_SCREEN_FLASH`
 - `FX_SCREEN_OVERLAY`
 - `FX_SCREEN_OVERLAY_ANIMATED_MASK`
 - `FX_SCREEN_DISTORTION`
 - `FX_SCREEN_VIGNETTE`
 - `FX_LIGHT_SCATTERING_VOLUME`
 - useful for smoke bomb effects that are computationally cheap to create