

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

Revision #2

Created 3 January 2022 15:24:21 by BEARSHARK1911

Updated 3 January 2022 15:25:29 by BEARSHARK1911