

Chainsaw Pickups

Info

Chainsaw fuel pickups cannot be picked-up after a client has already picked-up 2 of them in the same map.

This method will give ALL Slayers +1 fuel pickup when one Slayer tries to pickup a fuel canister.

idDynamicEntity

```
entity {
    [entityDef coop_pickup_ammo_gas_1_fake {
        [inherit = "func/dynamic";
        [class = "idDynamicEntity"; // This is the fuel canister model
        [expandInheritance = false;
        [poolCount = 0;
        [poolGranularity = 2;
        [networkReplicated = false;
        [disableAIPooling = false;
        [edit = {
            [spawnPosition = { // Be sure to set the spawn position
                [x = -11.11;
                [y = -11.11;
                [z = -11.11;
            ]
            [spawnOrientation = { // Be sure to set the spawn orientation
                [mat = {
                    [mat[0] = {
                        [x = -1;
                        [y = 0;
                        [z = 0;
                    ]
                    [mat[1] = {
                        [x = 0;
```

```

    y = -1;
    z = 0;
}
}
}

renderModelInfo = {
    model = "art/pickups/ammo/ammo_chainsaw_01.lwo";
    contributesToLightProbeGen = false;
    ignoreDesaturate = true;
    emissiveScale = 0.2;
    scale = {
        x = 2;
        y = 2;
        z = 2;
    }
}

clipModelInfo = {
    type = "CLIPMODEL_NONE";
}

dormancy = {
    canBecomeDormant = true;
}
}
}

```

idTrigger

```

entity {
    entityDef coop_pickup_ammo_gas_1_trigger {
        inherit = "trigger/trigger";
        class = "idTrigger";
        expandInheritance = false;
        poolCount = 0;
        poolGranularity = 2;
        networkReplicated = false;
        disableAIPooling = false;
        edit = {

```

```

spawnPosition = { // Set the spawn position to same as the idDynamicEntity
    x = -11.11;
    y = -11.11;
    z = -11.11;
}

renderModelInfo = {
    model = NULL;
}

clipModelInfo = {
    type = "CLIPMODEL_BOX";
    size = {
        x = 2;
        y = 2;
        z = 2;
    }
}

targets = {
    num = 1;
    item[0] = "coop_pickup_ammo_gas_1_fake_timeline"; // Targets the removal or respawn timeline
}

playerCanActivate = true;
clientCanActivate = true;
triggerForAllClients = true;
triggerOnEnter = true;
triggerOnce = true; // Set to false for respawning pickup
wait = 0; // Add a wait timer for respawning pickup
}
}

```

Global SFX / Give Fuel

A separate relay entity must exist once to activate the sound effect & give fuel ammo command.

```

entity {
    entityDef multiplayer_chainsaw_refill_relay {
        inherit = "target/relay";
        class = "idTarget_Count";
    }
}

```

```

expandInheritance = false;
poolCount = 0;
poolGranularity = 2;
networkReplicated = false; // Must be false
disableAIPooling = false;
edit = {
    flags = {
        noFlood = true;
    }
    networkSerializeTransforms = false;
    count = 1;
    spawnPosition = {
        x = 1;
        y = 1;
        z = 1;
    }
    targets = {
        num = 2;
        item[0] = "multiplayer_chainsaw_refill"; // Ammo refill
        item[1] = "multiplayer_chainsaw_refill_sfx"; // Sound effect
    }
    repeat = true; // Must be true
}
}

```

```

entity {
    entityDef multiplayer_chainsaw_refill_sfx {
        inherit = "sound/soundentity";
        class = "idSoundEntity";
        expandInheritance = false;
        poolCount = 0;
        poolGranularity = 2;
        networkReplicated = false;
        disableAIPooling = false;
        edit = {
            temporarySoundEvent = true;
            spawnPosition = { // The spawn position does not matter
                x = 1;
                y = 1;

```

```

    [[z = 1;
  ]]
  soundOcclusionBypass = true;
  startEvents = {
    num = 1;
    item[0] = "play_pickup_ammo_chainsaw";
  }
  stopEvents = {
    num = 1;
    item[0] = "play_pickup_ammo_chainsaw";
  }
}
}

```

```

entity {
  entityDef multiplayer_chainsaw_refill {
    class = "idTarget_Command";
    expandInheritance = false;
    poolCount = 0;
    poolGranularity = 2;
    networkReplicated = false;
    disableAIPooling = false;
    edit = {
      flags = {
        noFlood = true;
      }
      commandText = "give ammo/sharedammopool/fuel"; // Be sure to set the ammo count to 1 for this
    decl
    spawnPosition = { // The spawn position does not matter
      x = 1;
      y = 1;
      z = 1;
    }
  }
}
}

```

Removal Timeline / Relay

```

entity {
  [entityDef coop_pickup_ammo_gas_1_fake_timeline {
    [inherit = "target/timeline";
    [class = "idTarget_Timeline";
    [expandInheritance = false;
    [poolCount = 0;
    [poolGranularity = 2;
    [networkReplicated = true; // Must be true
    [disableAIPooling = false;
    [edit = {
      [flags = {
        [noFlood = true;
      }
      [networkSerializeTransforms = false;
      [spawnPosition = {
        [x = 1;
        [y = 1;
        [z = 1;
      }
      [componentTimeLine = {
        [entityEvents = {
          [hum = 2;
          [item[ 0] = {
            [entity = "coop_pickup_ammo_gas_1_fake_remove"; // Remove relay
            [events = {
              [hum = 1;
              [item[ 0] = {
                [eventTime = 100;
                [eventCall = {
                  [eventDef = "activate";
                  [args = {
                    [hum = 1;
                    [item[ 0] = {
                      [entity = "";
                    }
                  }
                }
              }
            }
          }
        }
      }
    }
  }
}

```

```

    item[1] = {
        entity = "multiplayer_chainsaw_refill_relay"; // SFX & give fuel relay
        events = {
            num = 1;
            item[0] = {
                eventTime = 100;
                eventCall = {
                    eventDef = "activate";
                    args = {
                        num = 1;
                        item[0] = {
                            entity = "";
                        }
                    }
                }
            }
        }
    }
    allowClientsToStart = true;
    renderModelInfo = {
        scale = {
            x = 1;
            y = 1;
            z = 1;
        }
    }
}

```

```

entity {
    entityDef coop_pickup_ammo_gas_1_fake_remove {
        inherit = "target/remove";
        class = "idTarget_Remove";
        expandInheritance = false;
        poolCount = 0;
        poolGranularity = 2;
    }
}

```

```

networkReplicated = false; // Must be false
disableAIPooling = false;
edit = {
  flags = {
    noFlood = true;
  }
  networkSerializeTransforms = false;
  count = 1;
  spawnPosition = {
    x = 1;
    y = 1;
    z = 1;
  }
  targets = {
    num = 1;
    item[0] = "coop_pickup_ammo_gas_1_fake"; // Removes the chainsaw canister model
  }
}
}
}

```

Respawn Timeline / Relay

```

entity {
  entityDef coop_pickup_ammo_gas_1_fake_timeline {
    inherit = "target/timeline";
    class = "idTarget_Timeline";
    expandInheritance = false;
    poolCount = 0;
    poolGranularity = 2;
    networkReplicated = true; // Must be true
    disableAIPooling = false;
    edit = {
      flags = {
        noFlood = true;
      }
      networkSerializeTransforms = false;
      spawnPosition = {
        x = 1;

```

```

    y = 1;
    z = 1;
}

componentTimeLine = {
    entityEvents = {
        hum = 2;

        item[ 0] = {
            entity = "coop_pickup_ammo_gas_1_fake_relay"; // Respawn relay
            events = {
                hum = 2;

                item[ 0] = {
                    eventTime = 100;
                    eventCall = {
                        eventDef = "activate";
                        args = {
                            hum = 1;
                            item[ 0] = {
                                entity = "";
                            }
                        }
                    }
                }
            }
        }

        item[ 1] = {
            eventTime = 30000; // Show fuel cansiter render model after 30 seconds
            eventCall = {
                eventDef = "activate";
                args = {
                    hum = 1;
                    item[ 0] = {
                        entity = "";
                    }
                }
            }
        }

        item[ 1] = {
            entity = "multiplayer_chainsaw_refill_fuck_you_relay"; // SFX & give fuel relay
            events = {
                hum = 1;

```

```

    item[0] = {
        eventTime = 100;
        eventCall = {
            eventDef = "activate";
            args = {
                num = 1;
                item[0] = {
                    entity = "";
                }
            }
        }
    }
}

allowClientsToStart = true;

renderModelInfo = {
    scale = {
        x = 1;
        y = 1;
        z = 1;
    }
}
}
}

```

```

entity {
    entityDef coop_pickup_ammo_gas_1_fake_relay {
        inherit = "target/relay";
        class = "idTarget_Count";
        expandInheritance = false;
        poolCount = 0;
        poolGranularity = 2;
        networkReplicated = false; // Must be false
        disableAIPooling = false;
        edit = {
            flags = {
                noFlood = true;
            }
        }
    }
}

```

```
    }  
    networkSerializeTransforms = false;  
    count = 1;  
    spawnPosition = {  
        x = 1;  
        y = 1;  
        z = 1;  
    }  
    targets = {  
        num = 1;  
        item[0] = "coop_pickup_ammo_gas_1_fake"; // Show/Hide fuel canister render model  
    }  
    repeat = true; // Must be true  
}  
}
```

Revision #2

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