

Damage

gameresources_patch2\generated\decls\damage\damage\firearm\chaingun.decl

Apply changes to any desired damage decl.

```
{
  edit = {
    damageParms = {
      weaponDamageType = "PLAYER_WEAPON_CHAINGUN";
      bulletPenetrationData = {
        demonPlayerBlocksPenetration = true;
      }
      damageName = "chaingun";
      damageSource = "DAMAGESRC_BULLET";
      aiDamageMitigation = {
        hum = 2;
        item[ 0 ] = {
          monsterType = "AI_MONSTER_ICON_OF_SIN AI_MONSTER_MAYKR_ANGEL";
          maxDamage = -1;
          damageScalar = 0.600000024;
        }
        item[ 1 ] = {
          monsterType = "AI_MONSTER_SAMUEL_BOSS";
          maxDamage = -1;
          damageScalar = 0.439999998;
        }
      }
      damageSoundWhenLocalDemonPlayerIsHit = "play_bullet_damage_demon";
      knocksOffArmor = false;
      damageIcon = "textures/guis/hud/damage_icons/slayer/weapon/weapon_chaingun";
      declGoreBehavior = "gorebehavior/firearm/chaingun";
      skillshotHighlightInfo = {
        fadeTime = 300;
        color = {
          r = 1;
          a = 1;
        }
      }
    }
  }
}
```

```

    }
    }
    }
    maxDamage = {
        defaultValue = 20;
    }
    minDamage = {
        defaultValue = 20;
    }
    pvpPlayerDamageScale = 0.5; // slayer damage scale, set to 0 for co-op
    demonPlayerDamageScale = 0.5; // overall demon player damage scale, set to 0 for co-op
        demonPlayerDamageMitigation = { // remove for co-op
    num = 6;
    item[0] = {
        monsterType = "AI_MONSTER_PLAYER_ARCHVILE";
        damageScalar = {
            defaultValue = 0.75; // 75% on PC
            branchPairs = {
                num = 1;
                item[0] = {
                    branchKey = "CONTROLLERPAD_DECL";
                    branchResult = 0.75; // 75% damage on console
                }
            }
        }
    }
    item[1] = {
        monsterType = "AI_MONSTER_PLAYER_MANCUBUS";
        damageScalar = {
            defaultValue = 0.75;
            branchPairs = {
                num = 1;
                item[0] = {
                    branchKey = "CONTROLLERPAD_DECL";
                    branchResult = 0.75;
                }
            }
        }
    }
    item[2] = {
        monsterType = "AI_MONSTER_PLAYER_MARAUDER";

```

```

    damageScalar = {
        defaultValue = 0.75;
        branchPairs = {
            hum = 1;
            item[0] = {
                branchKey = "CONTROLLERPAD_DECL";
                branchResult = 0.75;
            }
        }
    }

    item[3] = {
        monsterType = "AI_MONSTER_PLAYER_PAIN_ELEMENTAL";
        damageScalar = {
            defaultValue = 0.75;
            branchPairs = {
                hum = 1;
                item[0] = {
                    branchKey = "CONTROLLERPAD_DECL";
                    branchResult = 0.75;
                }
            }
        }
    }

    item[4] = {
        monsterType = "AI_MONSTER_PLAYER_REVENANT";
        damageScalar = {
            defaultValue = 0.75;
            branchPairs = {
                hum = 1;
                item[0] = {
                    branchKey = "CONTROLLERPAD_DECL";
                    branchResult = 0.75;
                }
            }
        }
    }

    item[5] = {
        monsterType = "AI_MONSTER_PLAYER_DREADKNIGHT";
        damageScalar = {
            defaultValue = 0.75;

```

```
branchPairs = {  
  hum = 1;  
  item[0] = {  
    branchKey = "CONTROLLERPAD_DECL";  
    branchResult = 0.75;  
  }  
}
```

Revision #2

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