

Gorilla Bars

Entity

Disable network replication.

```
entity {
  entityDef game_interact_vault_pipe_1 {
    inherit = "interact/vault/pipe";
    class = "idTrigger_GorillaBar";
    expandInheritance = false;
    poolCount = 0;
    poolGranularity = 2;
    networkReplicated = false;
    disableAIPooling = false;
    edit = {
      removeFlag = "RMV_CHECKPOINT_ALLOW_MS";
      renderModelInfo = {
        model = "art/test/monkey_bar_a.lwo";
      }
      netRelevancyFlags = "";
      triggerOnce = false;
      triggerOnEnter = true;
      testForValidGrab = true;
      spawnPosition = {
        x = -11.11;
        y = -11.11;
        z = -11.11;
      }
      spawnOrientation = {
        mat = {
          mat[0] = {
            x = 0;
            y = 1;
          }
          mat[1] = {
            x = -1;
```

```
    y = 0;
}

}

clipModelInfo = {
    clipModelName = "art/test/monkey_bar_a.lwo";
}

animOffsetAdjust = {
    x = -1;
}

}

}
```

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