

Lootdrops

The lootdropcomponent decls would need to be adjusted.

gameresources_patch1\generated\decls\lootdropcomponent\ai\default_ambient.decl

```
{
  inherit = "ai/default";
  edit = {
    droppableItems = {
      num = 28;
      item[ 0] = "lootdrop/health/health_low_kill";
      item[ 1] = "lootdrop/health/health_low_gk";
      item[ 2] = NULL;
      item[ 3] = NULL;
      item[ 4] = NULL;
      item[ 5] = NULL;
      item[ 6] = NULL;
      item[ 7] = NULL;
      item[ 8] = NULL;
      item[ 9] = NULL;
      item[10] = "lootdrop/health/health_low_crucible";
      item[11] = "lootdrop/health/health_med_crucible";
      item[12] = "lootdrop/health/health_high_crucible";
      item[13] = "lootdrop/extra_life/extra_life_refund";
      item[14] = "lootdrop/ammo/hammer/weakpoint_drop";
      item[15] = "lootdrop/ammo/hammer/headshot_drop";
      item[16] = "lootdrop/ammo/heavy_cannon/bullets_hammer_slam";
      item[17] = "lootdrop/ammo/plasma_rifle/cells_hammer_slam";
      item[18] = "lootdrop/ammo/rocket_launcher/rockets_hammer_slam";
      item[19] = "lootdrop/ammo/shotgun/shells_hammer_slam";
      item[20] = "lootdrop/armor/hammer_slam";
      item[21] = "lootdrop/health/health_hammer_slam";
      item[22] = "lootdrop/armor/hammer_slam_upgraded";
      item[23] = "lootdrop/health/health_hammer_slam_upgraded";
      item[24] = "lootdrop/ammo/heavy_cannon/bullets_hammer_slam_upgraded";
      item[25] = "lootdrop/ammo/plasma_rifle/cells_hammer_slam_upgraded";
```

```

    item[ 26] = "lootdrop/ammo/rocket_launcher/rockets_hammer_slam_upgraded";
    item[ 27] = "lootdrop/ammo/shotgun/shells_hammer_slam_upgraded";
}

onlyDropOnce = true;
}
}

```

gameresources_patch1\generated\decls\lootdropcomponent\ai\default_fodder.decl

```

{
inherit = "ai/default";
edit = {
    droppableItems = {
        num = 30;
        item[ 0] = "lootdrop/health/health_low_kill";
        item[ 1] = "lootdrop/health/health_low_gk";
        item[ 2] = NULL;
        item[ 3] = NULL;
        item[ 4] = NULL;
        item[ 5] = NULL;
        item[ 6] = NULL;
        item[ 7] = NULL;
        item[ 8] = NULL;
        item[ 9] = NULL;
        item[10] = "lootdrop/health/blood_punch_splash";
        item[11] = "lootdrop/ammo/shotgun/shells_full_auto_giveback_fodder";
        item[12] = "lootdrop/health/health_low_crucible";
        item[13] = "lootdrop/health/health_med_crucible";
        item[14] = "lootdrop/health/health_high_crucible";
        item[15] = "lootdrop/extra_life/extra_life_refund";
        item[16] = "lootdrop/ammo/hammer/weakpoint_drop";
        item[17] = "lootdrop/ammo/hammer/headshot_drop";
        item[18] = "lootdrop/ammo/shotgun/shells_hammer_slam";
        item[19] = "lootdrop/ammo/rocket_launcher/rockets_hammer_slam";
        item[20] = "lootdrop/ammo/plasma_rifle/cells_hammer_slam";
        item[21] = "lootdrop/ammo/heavy_cannon/bullets_hammer_slam";
        item[22] = "lootdrop/armor/hammer_slam";
        item[23] = "lootdrop/health/health_hammer_slam";
        item[24] = "lootdrop/armor/hammer_slam_upgraded";
    }
}

```

```

    []item[ 25] = "lootdrop/health/health_hammer_slam_upgraded";
    []item[ 26] = "lootdrop/ammo/heavy_cannon/bullets_hammer_slam_upgraded";
    []item[ 27] = "lootdrop/ammo/plasma_rifle/cells_hammer_slam_upgraded";
    []item[ 28] = "lootdrop/ammo/rocket_launcher/rockets_hammer_slam_upgraded";
    []item[ 29] = "lootdrop/ammo/shotgun/shells_hammer_slam_upgraded";
    []
    []onlyDropOnce = true;
    []
}

```

gameresources_patch1\generated\decls\lootdropcomponent\ai\default_heavy.decl

```

{
    []inherit = "ai/default";
    []edit = {
        []droppableItems = {
            []num = 30;
            []item[ 0] = NULL;
            []item[ 1] = NULL;
            []item[ 2] = NULL;
            []item[ 3] = NULL;
            []item[ 4] = "lootdrop/health/health_high_kill";
            []item[ 5] = "lootdrop/health/health_low_gk";
            []item[ 6] = NULL;
            []item[ 7] = NULL;
            []item[ 8] = NULL;
            []item[ 9] = NULL;
            []item[10] = "lootdrop/health/blood_punch_splash";
            []item[11] = "lootdrop/ammo/shotgun/shells_full_auto_giveback_heavy";
            []item[12] = "lootdrop/health/health_low_heavy_crucible";
            []item[13] = "lootdrop/health/health_med_heavy_crucible";
            []item[14] = "lootdrop/health/health_high_crucible";
            []item[15] = "lootdrop/extra_life/extra_life_refund";
            []item[16] = "lootdrop/ammo/hammer/weakpoint_drop";
            []item[17] = "lootdrop/ammo/hammer/headshot_drop";
            []item[18] = "lootdrop/ammo/shotgun/shells_hammer_slam";
            []item[19] = "lootdrop/ammo/rocket_launcher/rockets_hammer_slam";
            []item[20] = "lootdrop/ammo/plasma_rifle/cells_hammer_slam";
            []item[21] = "lootdrop/ammo/heavy_cannon/bullets_hammer_slam";

```

```

    item[ 22] = "lootdrop/armor/hammer_slam";
    item[ 23] = "lootdrop/health/health_hammer_slam";
    item[ 24] = "lootdrop/armor/hammer_slam_upgraded";
    item[ 25] = "lootdrop/health/health_hammer_slam_upgraded";
    item[ 26] = "lootdrop/ammo/heavy_cannon/bullets_hammer_slam_upgraded";
    item[ 27] = "lootdrop/ammo/plasma_rifle/cells_hammer_slam_upgraded";
    item[ 28] = "lootdrop/ammo/rocket_launcher/rockets_hammer_slam_upgraded";
    item[ 29] = "lootdrop/ammo/shotgun/shells_hammer_slam_upgraded";
}

onlyDropOnce = true;
}
}

```

gameresources_patch1\generated\decls\lootdropcomponent\ai\default_superheavy.decl

```

{
inherit = "ai/default";
edit = {
    droppableItems = {
        num = 28;
        item[ 0] = NULL;
        item[ 1] = "lootdrop/health/health_low_kill";
        item[ 2] = "lootdrop/health/health_low_gk";
        item[ 3] = NULL;
        item[ 4] = NULL;
        item[ 5] = NULL;
        item[ 6] = NULL;
        item[ 7] = "lootdrop/health/blood_punch_splash";
        item[ 8] = "lootdrop/ammo/shotgun/shells_full_auto_giveback_superheavy";
        item[ 9] = "lootdrop/health/health_superheavy_kill";
        item[10] = "lootdrop/health/health_low_heavy_crucible";
        item[11] = "lootdrop/health/health_med_heavy_crucible";
        item[12] = "lootdrop/health/health_high_crucible";
        item[13] = "lootdrop/extra_life/extra_life_refund";
        item[14] = "lootdrop/ammo/hammer/weakpoint_drop";
        item[15] = "lootdrop/ammo/hammer/headshot_drop";
        item[16] = "lootdrop/ammo/shotgun/shells_hammer_slam";
        item[17] = "lootdrop/ammo/rocket_launcher/rockets_hammer_slam";
        item[18] = "lootdrop/ammo/plasma_rifle/cells_hammer_slam";
        item[19] = "lootdrop/ammo/heavy_cannon/bullets_hammer_slam";
    }
}
}

```

```
[[item[20] = "lootdrop/armor/hammer_slam";
[[item[21] = "lootdrop/health/health_hammer_slam";
[[item[22] = "lootdrop/armor/hammer_slam_upgraded";
[[item[23] = "lootdrop/health/health_hammer_slam_upgraded";
[[item[24] = "lootdrop/ammo/heavy_cannon/bullets_hammer_slam_upgraded";
[[item[25] = "lootdrop/ammo/plasma_rifle/cells_hammer_slam_upgraded";
[[item[26] = "lootdrop/ammo/rocket_launcher/rockets_hammer_slam_upgraded";
[[item[27] = "lootdrop/ammo/shotgun/shells_hammer_slam_upgraded";

}]

[[onlyDropOnce = true;

}]

}
```

Revision #3

Created 22 August 2023 20:15:34 by Velser

Updated 5 September 2023 14:06:20 by Velser