

RenderParms

gameresources_patch1\generated\decls\fx\player\tp_body.decl

Green render highlight for Slayer vs Slayer.

```
item[ 85] = {  
    name = "highlight_tint";  
    group = "highlight";  
    type = "FX_RENDERPARM";  
  
    startCondition = {  
        hum = 74;  
        item[ 0] = "FX_NONE";  
        item[ 1] = "FX_PICKUP_HEALTH_SMALL";  
        item[ 2] = "FX_PICKUP_HEALTH_MEDIUM";  
        item[ 3] = "FX_PICKUP_HEALTH_LARGE";  
        item[ 4] = "FX_PICKUP_ARMOR_SMALL";  
        item[ 5] = "FX_PICKUP_ARMOR_MEDIUM";  
        item[ 6] = "FX_PICKUP_ARMOR_LARGE";  
        item[ 7] = "FX_PLAYER_STATUS1_START";  
        item[ 8] = "FX_PLAYER_STATUS1_STOP";  
        item[ 9] = "FX_PLAYER_STATUS2_START";  
        item[10] = "FX_PLAYER_STATUS2_STOP";  
        item[11] = "FX_PLAYER_STATUS2_ALT_1_START";  
        item[12] = "FX_PLAYER_STATUS2_ALT_2_START";  
        item[13] = "FX_PLAYER_STATUS2_ALT_3_START";  
        item[14] = "FX_PLAYER_STATUS3_START";  
        item[15] = "FX_PLAYER_STATUS3_STOP";  
        item[16] = "FX_PLAYER_STATUS4_START";  
        item[17] = "FX_PLAYER_STATUS4_STOP";  
        item[18] = "FX_PLAYER_STATUS5_START";  
        item[19] = "FX_PLAYER_STATUS5_STOP";  
        item[20] = "FX_ZIPLINE_SPEED_SLOW";  
        item[21] = "FX_ZIPLINE_SPEED_SLOW_REVERSE";  
        item[22] = "FX_ZIPLINE_SPEED_MED";  
        item[23] = "FX_ZIPLINE_SPEED_MED_REVERSE";  
        item[24] = "FX_ZIPLINE_SPEED_FAST";  
    }  
}
```

```
item[ 25] = "FX_ZIPLINE_SPEED_FAST_REVERSE";
item[ 26] = "FX_GLORY_SAVAGERY_START";
item[ 27] = "FX_GLORY_SAVAGERY_START_THIRD";
item[ 28] = "FX_GLORY_SAVAGERY_START_END_THIRD";
item[ 29] = "FX_GLORY_SAVAGERY_AOE_START_END_THIRD";
item[ 30] = "FX_GLORY_SAVAGERY_AOE_LOW_HEALTH_START_END_THIRD";
item[ 31] = "FX_SAVING_THROW_START";
item[ 32] = "FX_RUNE_BLOOD_FUELED";
item[ 33] = "FX_RUNE_SEEK_DESTROY";
item[ 34] = "FX_PROP_PICKUP";
item[ 35] = "FX_VEH_START_BOOST";
item[ 36] = "FX_CINEMATIC_MP_20";
item[ 37] = "FX_DOUBLE_JUMP_THIRD_PERSON";
item[ 38] = "FX_DASH_ACTIVATED";
item[ 39] = "FX_CINEMATIC_MP_1";
item[ 40] = "FX_CINEMATIC_MP_2";
item[ 41] = "FX_CINEMATIC_MP_4";
item[ 42] = "FX_CINEMATIC_MP_5";
item[ 43] = "FX_CINEMATIC_MP_6";
item[ 44] = "FX_CINEMATIC_MP_7";
item[ 45] = "FX_CINEMATIC_MP_8";
item[ 46] = "FX_CINEMATIC_MP_9";
item[ 47] = "FX_CINEMATIC_MP_18";
item[ 48] = "FX_CINEMATIC_MP_19";
item[ 49] = "FX_CINEMATIC_MP_20";
item[ 50] = "FX_CINEMATIC_1";
item[ 51] = "FX_CINEMATIC_2";
item[ 52] = "FX_CINEMATIC_3";
item[ 53] = "FX_CINEMATIC_4";
item[ 54] = "FX_CINEMATIC_5";
item[ 55] = "FX_CINEMATIC_7";
item[ 56] = "FX_CINEMATIC_8";
item[ 57] = "FX_CINEMATIC_9";
item[ 58] = "FX_CINEMATIC_10";
item[ 59] = "FX_CINEMATIC_13";
item[ 60] = "FX_CINEMATIC_14";
item[ 61] = "FX_CINEMATIC_15";
item[ 62] = "FX_CINEMATIC_16";
item[ 63] = "FX_CINEMATIC_17";
item[ 64] = "FX_CINEMATIC_18";
```

```

        item[ 65] = "FX_CINEMATIC_19";
        item[ 66] = "FX_CINEMATIC_20";
        item[ 67] = "FX_START_DAMAGE_LEVEL_1";
        item[ 68] = "FX_START_DAMAGE_LEVEL_2";
        item[ 69] = "FX_START_DAMAGE_LEVEL_4";
        item[ 70] = "FX_BURN_1_START";
        item[ 71] = "FX_BURN_2_START";
        item[ 72] = "FX_PLAYER_MOVEMENT_LANDED";
        item[ 73] = "FX_EXPLOSIVE_ARMED";
    }

    renderParmParms = {
        declRenderParm = "highlightfillcolor";
        color = {
            r = 0;
            g = 0.8;
            b = 0;
            a = 0.5;
        }
    }
}

```

gameresources_patch1\generated\decls\fx\demon_player\archvile\archvile.decl

Purple render highlight for Invasion.

```

    item[ 84] = {
        name = "highlight_tint";
        group = "highlight";
        type = "FX_RENDERPARM";

        startCondition = {
            num = 11;
            item[ 0] = "FX_NONE";
            item[ 1] = "FX_PICKUP_HEALTH_SMALL";
            item[ 2] = "FX_PICKUP_HEALTH_MEDIUM";
            item[ 3] = "FX_PICKUP_HEALTH_LARGE";
            item[ 4] = "FX_PLAYER_STATUS1_STOP";
            item[ 5] = "FX_PLAYER_STATUS2_STOP";
            item[ 6] = "FX_PLAYER_STATUS3_STOP";
            item[ 7] = "FX_PLAYER_STATUS4_STOP";

```

```
item[ 8] = "FX_PLAYER_STATUS5_STOP";
item[ 9] = "FX_ZIPLINE_SPEED_FAST_REVERSE";
item[10] = "FX_MAN_ON_FIRE";
}

renderParmParms = {
declRenderParm = "highlightfillcolor";
color = {
r = 0.8;
g = 0;
b = 1;
a = 0.1;
}
}
}
```

Revision #7

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