

Shootables

Shootable

Disable network replication

```
entity {
  entityDef funky_shootable_1 {
    inherit = "func/shootable";
    class = "idTrigger_TakeDamage";
    expandInheritance = false;
    poolCount = 0;
    poolGranularity = 2;
    networkReplicated = false;
    disableAIPooling = false;
    edit = {
      renderModelInfo = {
        model = "art/kit/gameplay/breakable_glow_b.lwo";
        scale = {
          x = 0.25;
          y = 0.25;
          z = 0.25;
        }
      }
      clipModelInfo = {
        type = "CLIPMODEL_BOX";
        size = {
          x = 1.5;
          y = 1.5;
          z = 1.5;
        }
      }
      spawnPosition = {
        x = -11.11;
        y = -11.11;
        z = -11.11;
      }
    }
  }
}
```

```

    }
    spawnOrientation = {
        mat = {
            mat[0] = {
                x = 0;
                y = -1;
                z = 0;
            }
            mat[1] = {
                x = 1;
                y = 0;
                z = 0;
            }
        }
    }
    wait = 0;
    triggerOnce = true;
    triggerForAllClients = true;
    playerCanActivate = false;
    deadAiCanActivate = false;
    allowZeroDamage = true;
    soundActivated = "play_shootable_activate";
    soundReady = "play_shootable_reset";
    fxDecl = "gameplay/shootable";
    weaponDamageType = "PLAYER_WEAPON_SHOTGUN_ PLAYER_WEAPON_SHOTGUN_FULL_AUTO_
    PLAYER_WEAPON_SHOTGUN_FULL_AUTO_MASTERY_ PLAYER_WEAPON_SHOTGUN_STICKY_BOMB_
    PLAYER_WEAPON_DOUBLE_BARRELED_SHOTGUN_ PLAYER_WEAPON_PLASMA_ PLAYER_WEAPON_PLASMA_HEATWAVE_
    PLAYER_WEAPON_PLASMA_SUPERCHARGE_ PLAYER_WEAPON_PLASMA_ICE_BOMB_ PLAYER_WEAPON_HAR_
    PLAYER_WEAPON_HAR_SCOPE_ PLAYER_WEAPON_HAR_MICROMISSILE_ PLAYER_WEAPON_ROCKETLAUNCHER_
    PLAYER_WEAPON_ROCKETLAUNCHER_DETONATE_ PLAYER_WEAPON_ROCKETLAUNCHER_LOCKON_
    PLAYER_WEAPON_BALLISTA_ PLAYER_WEAPON_BALLISTA_ARBALEST_ PLAYER_WEAPON_BALLISTA_DESTROYER_
    PLAYER_WEAPON_CHAINGUN_ PLAYER_WEAPON_CHAINGUN_TURRET_ PLAYER_WEAPON_CHAINGUN_GATLING_
    PLAYER_WEAPON_MEAT_HOOK_NAPALM_ PLAYER_WEAPON_BFG_ PLAYER_WEAPON_FRAG_
    PLAYER_WEAPON_FRAG_GRENADE_ PLAYER_WEAPON_FRAG_GRENADE_CLUSTER_ PLAYER_WEAPON_FLAME_BELCH_
    PLAYER_WEAPON_FLAME_BELCH_NAPALM_ PLAYER_WEAPON_PISTOL_ PLAYER_WEAPON_PISTOL_HAND_CANNON_
    PLAYER_WEAPON_UNMAYKR_ PLAYER_WEAPON_MICROWAVE_MOD_";
    targets = {
        num = 1;
        item[0] = "funky_shootable_1_timeline";
    }

```

```

    }
    dormancy = {
        allowDormancy = false;
        allowPvsDormancy = false;
    }
    keepAfterTriggerOnce = true;
}
}

```

Replication

```

entity {
    entityDef funky_shootable_1_timeline {
        inherit = "target/timeline";
        class = "idTarget_Timeline";
        expandInheritance = false;
        poolCount = 0;
        poolGranularity = 2;
        networkReplicated = true;
        disableAIPooling = false;
        edit = {
            flags = {
                noFlood = true;
            }
            networkSerializeTransforms = false;
            spawnPosition = {
                x = 1;
                y = 1;
                z = 1;
            }
            componentTimeLine = {
                entityEvents = {
                    num = 2;
                    item[0] = {
                        entity = "funky_shootable_1_relay";
                        events = {
                            num = 1;
                            item[0] = {

```

```
        eventTime = 250;
    }
    eventCall = {
        eventDef = "activate";
        args = {
            hum = 1;
            item[0] = {
                entity = "";
            }
        }
    }
}

}

}

}

}

}

}

item[1] = {
    entity = "funky_shootable_1_remove";
    events = {
        hum = 1;
        item[0] = {
            eventTime = 250;
            eventCall = {
                eventDef = "activate";
                args = {
                    hum = 1;
                    item[0] = {
                        entity = "";
                    }
                }
            }
        }
    }
}

}

}

allowClientsToStart = true;

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

```
    }  
  }  
}
```

```
entity {  
  [entityDef funky_shootable_1_relay {  
    [inherit = "target/relay";  
    [class = "idTarget_Count";  
    [expandInheritance = false;  
    [poolCount = 0;  
    [poolGranularity = 2;  
    [networkReplicated = false;  
    [disableAIPooling = false;  
    [edit = {  
      [flags = {  
        [noFlood = true;  
      }  
      [networkSerializeTransforms = false;  
      [count = 1;  
      [spawnPosition = {  
        [x = 1;  
        [y = 1;  
        [z = 1;  
      }  
      [targets = {  
        [num = 1;  
        [item[0] = "something_to_activate";  
      }  
      [dormancy = {  
        [allowPvsDormancy = false;  
      }  
      [delay = 0;  
    }  
  }  
}
```

```
entity {  
  [entityDef funky_shootable_1_remove {  
    [inherit = "target/remove";
```

```
{
  class = "idTarget_Remove";
  expandInheritance = false;
  poolCount = 0;
  poolGranularity = 2;
  networkReplicated = false;
  disableAIPooling = false;
  edit = {
    flags = {
      noFlood = true;
    }
    networkSerializeTransforms = false;
    count = 1;
    spawnPosition = {
      x = 1;
      y = 1;
      z = 1;
    }
    targets = {
      num = 1;
      item[0] = "funky_shootable_1";
    }
    dormancy = {
      allowPvsDormancy = false;
    }
    delay = 0;
  }
}
```

Revision #2

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