

Sync Melee

gameresources_patch1\generated\decls\entitydef\syncmelee\pinky_3p.decl

Pinky Spectres need to be added as a third-person participant.

```
{
  inherit = "syncmelee/base";
  editorVars {
    placeable = false;
  }
  edit = {
    renderModelInfo = {
      model = "md6def/objects/syncentities/3p_syncentity11.md6";
    }
    syncAnim = "animweb/syncmelee/pinky_3p/null/null";
    animWeb = "animweb/syncmelee/pinky_3p";
    thirdPersonParticipants = {
      num = 6;
      item[0] = {
        instance = "";
        entityDef = "player";
        attachJointName = "attach00";
        target = "";
        spawnAction = "SPAWN_NEVER";
        attachAction = "ATTACH_SIMULATE_BIND";
        finishAction = "FINISHACTION_UNBIND";
        clearWhenFinished = true;
        animSetName = "thirdPerson_instigator";
      }
      item[1] = {
        instance = "";
        entityDef = "objects/gore/gorekit/gorekit";
        attachJointName = "attach02";
        target = "";
        spawnAction = "SPAWN_IF_HAS_ANIMATION";
```

```
    showAction = "SHOW_WITH_ANIM";
    attachAction = "ATTACH_SIMULATE_BIND";
    clearWhenFinished = true;
    animSetName = "thirdPerson_helper";
    type = "HELPER";
}

item[ 2] = {
    instance = "";
    entityDef = "ai/heavy/pinky";
    attachJointName = "attach01";
    target = "";
    spawnAction = "SPAWN_NEVER";
    showAction = "SHOW_WITH_ANIM";
    attachAction = "ATTACH_SIMULATE_BIND";
    finishAction = "FINISHACTION_UNBIND";
    clearWhenFinished = true;
    type = "TARGET";
    animSetName = "thirdPerson_target";
}

item[ 3] = {
    instance = "";
    entityDef = "objects/weapons/melee/chainsaw_3p";
    attachJointName = "attach03";
    target = "";
    spawnAction = "SPAWN_IF_HAS_ANIMATION";
    showAction = "SHOW_WITH_ANIM";
    attachAction = "ATTACH_SIMULATE_BIND";
    finishAction = "FINISHACTION_UNBIND_AND_HIDE";
    clearWhenFinished = true;
    animSetName = "thirdPerson_helper";
    type = "HELPER";
}

item[ 4] = {
    instance = "";
    entityDef = "objects/weapons/melee/crucible_3p";
    attachJointName = "attach04";
    target = "";
    spawnAction = "SPAWN_IF_HAS_ANIMATION";
    showAction = "SHOW_WITH_ANIM";
    attachAction = "ATTACH_SIMULATE_BIND";
```

```

        finishAction = "FINISHACTION_UNBIND_AND_HIDE";
        clearWhenFinished = true;
        animSetName = "thirdPerson_helper";
        type = "HELPER";
    }
    item[5] = {
        instance = "";
        entityDef = "ai/heavy/pinky_spectre";
        attachJointName = "attach01";
        target = "";
        spawnAction = "SPAWN_NEVER";
        showAction = "SHOW_WITH_ANIM";
        attachAction = "ATTACH_SIMULATE_BIND";
        finishAction = "FINISHACTION_UNBIND";
        clearWhenFinished = true;
        type = "TARGET";
        animSetName = "thirdPerson_target";
    }
}

firstPersonModelOverride = "objects/syncentities/syncentity11.md6";
thirdPersonSyncEntityAnimSetName = "thirdPerson";
thirdPersonFallbackAnim = "animweb/syncmelee/pinky_3p/kill_front_head";
}
}

```

gameresources_patch1\generated\decls\entitydef\syncmelee\soldier_blaster_3p.decl

Riot Soldiers need to be added as a third-person participant.

```

{
    inherit = "syncmelee/base";
    editorVars {
        placeable = false;
    }
    edit = {
        renderModelInfo = {
            model = "md6def/objects/syncentities/3p_syncentity11.md6";
        }
        syncAnim = "animweb/syncmelee/soldier_blaster_3p/null/null";
    }
}

```

```
animWeb = "animweb/syncmelee/soldier_blaster_3p";
thirdPersonParticipants = {
    num = 7;
    item[0] = {
        instance = "";
        entityDef = "player";
        attachJointName = "attach00";
        target = "";
        spawnAction = "SPAWN_NEVER";
        attachAction = "ATTACH_SIMULATE_BIND";
        finishAction = "FINISHACTION_UNBIND";
        clearWhenFinished = true;
        animSetName = "thirdPerson_instigator";
    }
    item[1] = {
        instance = "";
        entityDef = "objects/gore/gorekit/gorekit";
        attachJointName = "attach02";
        target = "";
        spawnAction = "SPAWN_IF_HAS_ANIMATION";
        showAction = "SHOW_WITH_ANIM";
        attachAction = "ATTACH_SIMULATE_BIND";
        clearWhenFinished = true;
        animSetName = "thirdPerson_helper";
        type = "HELPER";
    }
    item[2] = {
        instance = "";
        entityDef = "ai/fodder/soldier_blaster";
        attachJointName = "attach01";
        target = "";
        spawnAction = "SPAWN_NEVER";
        showAction = "SHOW_WITH_ANIM";
        attachAction = "ATTACH_SIMULATE_BIND";
        finishAction = "FINISHACTION_UNBIND";
        clearWhenFinished = true;
        type = "TARGET";
        animSetName = "thirdPerson_target";
    }
    item[3] = {
        instance = "";
```

```
[[[entityDef = "ai/fodder/soldier_shield";
[[[attachJointName = "attach01";
[[[target = "";
[[[spawnAction = "SPAWN_NEVER";
[[[showAction = "SHOW_WITH_ANIM";
[[[attachAction = "ATTACH_SIMULATE_BIND";
[[[finishAction = "FINISHACTION_UNBIND";
[[[clearWhenFinished = true;
[[[animSetName = "thirdPerson_target";
[[[type = "TARGET";
[[[
[[[item[ 4] = {
[[[instance = "";
[[[entityDef = "objects/weapons/melee/chainsaw_3p";
[[[attachJointName = "attach03";
[[[target = "";
[[[spawnAction = "SPAWN_IF_HAS_ANIMATION";
[[[showAction = "SHOW_WITH_ANIM";
[[[attachAction = "ATTACH_SIMULATE_BIND";
[[[clearWhenFinished = true;
[[[animSetName = "thirdPerson_helper";
[[[type = "HELPER";
[[[
[[[item[ 5] = {
[[[instance = "";
[[[entityDef = "objects/weapons/melee/crucible_3p";
[[[attachJointName = "attach04";
[[[target = "";
[[[spawnAction = "SPAWN_IF_HAS_ANIMATION";
[[[showAction = "SHOW_WITH_ANIM";
[[[attachAction = "ATTACH_SIMULATE_BIND";
[[[finishAction = "FINISHACTION_UNBIND_AND_HIDE";
[[[clearWhenFinished = true;
[[[animSetName = "thirdPerson_helper";
[[[type = "HELPER";
[[[
[[[item[ 6] = {
[[[instance = "";
[[[entityDef = "ai/fodder/soldier_chaingun";
[[[attachJointName = "attach01";
[[[target = "";
```

```
[[[spawnAction = "SPAWN_NEVER";
[[[showAction = "SHOW_WITH_ANIM";
[[[attachAction = "ATTACH_SIMULATE_BIND";
[[[finishAction = "FINISHACTION_UNBIND";
[[[clearWhenFinished = true;
[[[animSetName = "thirdPerson_target";
[[[type = "TARGET";
[[[
[[[
[[firstPersonModelOverride = "objects/syncentities/syncentity11.md6";
[[thirdPersonSyncEntityAnimSetName = "thirdPerson";
[[thirdPersonFallbackAnim = "animweb/syncmelee/soldier_blaster_3p/kill_front_upper";
[[[
}]
```

Revision #2

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