Capitalized Resource Types

All correctly capitalized resource types that appear in .mapresources and serialized files.

```
SlayerInvasionData
ability_Dash
actorModifier
actorModifierList
actorModifierListUI
actorPopulation
advancedScreenViewShake
aiAnimStateGraph
aiBehavior
aiBehaviorEvents
aiComponentList
aiComponent_Arachnotron
aiComponent_Armor
aiComponent_Attack
aiComponent_BloodAngel
aiComponent_Cacodemon
aiComponent_Darklord
aiComponent_ExtendedSense
aiComponent_Flight
aiComponent_Gladiator
aiComponent_HUD
aiComponent_Hellknight
aiComponent_IconOfSin
aiComponent_Jetpack
aiComponent_KhanMaykr
aiComponent_LaserTargeter
aiComponent_LostSoul
aiComponent_Parasite
aiComponent_PathManager
aiComponent_PositionAwareness
aiComponent_Prototypes
aiComponent_Resurrector
aiComponent_Samuel
aiComponent_Screecher
```

aiComponent_Scythe

aiComponent_Shield

aiComponent_Sled

aiComponent_TransientFocus

aiComponent_WaveBlast

aiComponent_Whiplash

aiDamageDeclCollection

aiDamageStateGraph

aiDamageStateOverride

aiEvent

aiGlobalSettings

aiMonsterTypeInheritance

aiPoolNumbers

aiPositioningParms

aiPredictionKnobs

aiSensorySettings

aiStaticSettings

aiUpgrades

aiVoiceOver

aifsmmanager

aimAssist

aimovementgraph

aipaingraph

ambientsh

ammo

anim

animWeb

animcompressionprofile

articulatedFigure

attackgraph

audioLog

audioLogStory

automap

automapPlayerProfile

automapProperties

automapSoundProfile

baseModel

binaryFile

binaryGoreContainer

binarymd6def

```
binaryrig
botBehaviorTreeManager
botDef
botSkillDef
breakable
cameraTrigger
campaign
cgr
chargeattack
cheatCode
codex
codexTree
collectibles
colorLUT
combatEncounterScoring
compfile
controlsPanelInfo
credits
cswf
damage
deathReportDamageMapping
demonBounty
demonBountyManager
demonCard
demonCardDeck
demonicCorruption
destructible
devInvLoadout
devInvLoadoutOverride
devMenuOption
directorScene
discreteanimation2
doomLevel
dummyTriumph
dynamicChallenge
ebolt
entityDamage
entityDef
entityDefFloatList
env
```

equipmentLauncher

explosion

extraLife

extraLifeExchangeRewards

factionGraph

file

fkgraph

flare

focusattack

font

fontFX

footstepEvents

fx

gameDifficulty

gameEventCallout

gameItem

gameMutator

gameTime

geomcache

globalDataComponent

globalFontTable

globalInitialWarehouse

globalShell

goreBehavior

gorecontainer

gorewounds

handsBobCycle

havokShape

havokragdoll

highlightLos

highlights

hint

hintCollection

hitConfirmationSoundsInfo

hknavmesh

hknavmeshmediator

hknavvolume

hknavvolumemediator

hordeStateShare

horde_summary_animation_utility

```
hud
hudElement
image
impactEffect
interaction
invasionSettings
inventoryItem
inventoryconversion
json
jumpBoots
layer
lightrig
listOfResources
liveTile
lobby
lodGroup
logicClass
logicEntity
logicLibrary
lootDrop
lootDropComponent
mapInfo
mapLoad
masterLevelChallengeRewards
masterLevelInfo
material2
md6Def
menu
menuElement
metric
milestoneList
milestoneSet
milestones
mipGroup
missionChallengeList
missionSelectInfoList
model
modelAsset
modelstream
notification
```

```
objective
particle
particleStage
perkGroups
perks
physics
playableCharacter
playerProps
podium
poi
prefetchgraph
projectile
propAttribs
propBreakable
propCheatCode
propCoopRotateBob
propDisguise
propExtraLife
propHealth
propItem
propMoveable
propShooter
propStatusEffect
pvpDemonLoadout
pvpLoadout
pvpMapSelectInfoList
pvpProgression
pvpProgressionScoring
pvpUpgrade
pvs
quakeConModeSettings
renderLayerDefinition
renderParm
renderParmMeta
renderProgDatabase
renderProgFlag
renderProgResource
ribbon2
rigs
rs_emb_sfile
```

rumble
scoringItem
scoringItem_Demon
scoringItem_Event
scoringItem_InventoryItem
scoringItem_ViolenceEvent
scoringRubric
screenViewShake
sentinelArmor
shell_skybox
skeleton
soundPack
soundevent
soundrtpc
soundstate
soundswitch
speaker
stagedTimer
staticGeoStreamTree
staticImage
staticInstances
staticLightProbeStreamWorld
staticParticleModel
staticShadowGeom
staticStreamTree
statusEffect
stringTable
swfResources
syncInteractions
table
targeting
textCrawl
throwable
timedBountyManager
timedDemonBounty
tooltip
tutorialEvent
twitchPain
uiCustomData_endOfLevel_horde
uiCustomData_endOfLevel_horde_summary

uiCustomData_endOfLevel_masterLevel

uiCustomData_hud_ingameRewards

uiCustomData_mainMenu_featureSelection

uiCustomData_mainMenu_leaderboard

uiCustomData_widget_hordeProgress

uiDataGroup

uiWeapon

uianchor

uicolor

uiwalkthroughmenuargentcell

uiwalkthroughmenudossier

uiwalkthroughmenumodbot

uiwalkthroughmenushelllobby

umbrasoundtome

umbratome

umbraviewvolume

unlockable

upgrade

viewbookmark

violenceEvent

walkIK

warehouseItem

warehouseOfflineContainer

waterThresholds

weapon

weaponDataChainGun

weaponDataChainsaw

weaponDataDoubleBarrelShotgun

weaponDataHammer

weaponDataPlasmaRifle

weaponReticle

weaponReticleSWFInfo

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