# Slayer Inventory

Modify the player's initial inventory.

- **DevInvLoadout Fundamentals**

# DevInvLoadout Fundamentals

The devinvloadout decls dictate the slayer's starting inventory when the player loads a map, but does not load an existing save file. Scenarios where this occurs include:

- Creating a new save file.
- Joining an online match.
- playing through the tutorial.

> Master level Classic Starts are an exception to the above rule, and uses both the save file and devinvloadout. This way the player's preferred runes are equipped. Master levels do not use devinvloadout outside of this mode, loading the player's inventory from the save file instead.

You can find these files in generated/decls/devinvloadout/devinvloadout/ in level specific resources archives. The devmenuoption decl file you wish to use is specified in the game world, located at the top of the entities file.

## Usage

This list shows how a devinvloadout file is organized. Copying from one of the vanilla examples at the bottom of the page is recommended.

```
{
	edit = {
		startingInventory = { // weapons, upgrades, and other items like the dash ability go here.
			num = 127;
			item[65] = {
				item = "weapon/player/double_barrel";
				equip = true;
			}
		}
		currencyToGive = {
			num = 4;
			item[0] = {
				count = 0;
			}
			item[1] = {
				currencyType = "CURRENCY_PRAETOR_UPGRADE";
```

```
□□□□count = 0;
□□□}
□□□item[2] = {
□□□□currencyType = "CURRENCY_WEAPON_MASTERY";
□□□□count = 0;
□□□}
□□□item[3] = {
□□□□currencyType = "CURRENCY_SENTINEL_BATTERY";
□□□□count = 0;
□□□}
□□}
□□statsToGive = {
□□□num = 3;
□□□item[0] = "STAT_SUIT_PAGE_UNLOCKED";
□□□item[1] = "STAT_RUNE_PAGE_UNLOCKED";
□□□item[2] = "STAT_CHALLENGE_PAGE_UNLOCKED";
□□}
□□codexEntriesToGive = {
□□□num = 86;
□□□item[84] = "codex/slayer/arsenal_super_shotgun";
□□}
□□clearAllBeforeApply = true;
□}
}
```

Many devinvloadout decls also inherit from a previous level's decl, automatically including all items from that level, however you will probably find it easier to remove this and work from a more complete template instead.

# Common items of interest

Here are some items you might or might not want the player to have.

**crucible:**

```
item = "weapon/player/crucible";
```

**Fully upgraded Sentinel Hammer:**

```
□□□item[130] = {
□□□□item = "weapon/player/hammer";
```

```
□□□□equip = true;
□□□}
□□□item[131] = {
□□□□perk = "perk/player/weapons/hammer/ammo_drops_upgraded";
□□□□equip = true;
□□□}
□□□item[132] = {
□□□□perk = "perk/player/weapons/hammer/armor_and_health_drops_upgraded";
□□□□equip = true;
□□□}
□□□item[133] = {
□□□□perk = "perk/player/weapons/hammer/hammer_pain_falter_time_longer";
□□□□equip = true;
□□□}
```

**Horde Mode Hammer:**

```
item = "weapon/player/hammer_horde";
```

**Runes**

The first three base runes and first support rune to be listed will be automatically activated on a new save without the need to open the dossier and select them.

```
□□□item[118] = {
□□□□perk = "perk/player/runes/double_jump_air_control";
□□□□isRune = true;
□□□}
□□□item[119] = {
□□□□perk = "perk/player/runes/decrease_equipment_recharge";
□□□□isRune = true;
□□□}
□□□item[120] = {
□□□□perk = "perk/player/runes/glory_kill_speed";
□□□□isRune = true;
□□□}
□□□item[121] = {
□□□□perk = "perk/player/runes/speed_boost_on_glory_kill";
□□□□isRune = true;
□□□}
□□□item[122] = {
□□□□perk = "perk/player/runes/modify_enemy_stagger_duration";
```

```
□□□□isRune = true;
□□□}
□□□item[123] = {
□□□□perk = "perk/player/runes/activate_focus_on_death_blow";
□□□□isRune = true;
□□□}
□□□item[124] = {
□□□□perk = "perk/player/runes/target_strike";
□□□□isRune = true;
□□□}
□□□item[125] = {
□□□□perk = "perk/player/runes/glory_kill_dash";
□□□□isRune = true;
□□□}
□□□item[126] = {
□□□□perk = "perk/player/runes/blood_punch_loot_on_damage";
□□□□isRune = true;
□□□}
□□□item[127] = {
□□□□perk = "perk/player/runes/dlc/weakpoint_concussive_blast";
□□□□isRune = true;
□□□}
□□□item[128] = {
□□□□perk = "perk/player/runes/dlc/extra_life_refund";
□□□□isRune = true;
□□□}
□□□item[129] = {
□□□□perk = "perk/player/runes/dlc/blood_punch_low_health_bonus_damage";
□□□□isRune = true;
□□□}
```

**Sentinel Crystals**

Sentinel crystals are given by lines that look like `perk = "perk/player/argent/ammo_capacity_0"`. If you only want the player to have some crystals, consider placing them in the map to let the player choose them. Otherwise, you can simply give the player all 12 of them, or choose them based on the combinations listed below.

Quickdraw Belch: `armor_capacity_0 and health_capacity_0`
Loot Magnet: `ammo_capacity_2 and armor_capacity_1`
Napalm Launch: `ammo_capacity_0 and health_capacity_1`

Health for Blood: `armor_capacity_2 and health_capacity_3`
Belch Armor Boost: `ammo_capacity_1 and health_capacity_2`
Armor for Blood: `ammo_capacity_3 and armor_capacity_3`

## devinvloadout examples

Here is an unmodified copy of dlc/e4m1.decl, which defines the inventory for UAC Atlantica:

```
{
	edit = {
		startingInventory = {
			num = 127;
			item[0] = {
				item = "jumpboots/base";
				equip = true;
			}
			item[1] = {
				item = "abilities/environmentsuit";
			}
			item[2] = {
				item = "abilities/grapplegloves";
			}
			item[3] = {
				item = "weapon/player/fists";
			}
			item[4] = {
				perk = "perk/player/blood_punch/base";
				equip = true;
			}
			item[5] = {
				perk = "perk/player/blood_punch/area_of_effect";
				equip = true;
			}
			item[6] = {
				perk = "perk/player/blood_punch/ai_charge_rate";
				equip = true;
			}
			item[7] = {
				perk = "perk/player/blood_punch/max_charges";
```

```
        equip = true;
    }
    item[8] = {
        item = "ability_dash";
    }
    item[9] = {
        item = "ammo/sharedammopool/fuel";
        count = 99;
        applyAfterLoadout = true;
    }
    item[10] = {
        item = "ammo/sharedammopool/shells";
        count = 999;
        applyAfterLoadout = true;
    }
    item[11] = {
        item = "ammo/sharedammopool/bullets";
        count = 999;
        applyAfterLoadout = true;
    }
    item[12] = {
        item = "ammo/sharedammopool/cells";
        count = 999;
        applyAfterLoadout = true;
    }
    item[13] = {
        item = "ammo/sharedammopool/rockets";
        count = 999;
        applyAfterLoadout = true;
    }
    item[14] = {
        item = "ammo/sharedammopool/bfg";
        count = 60;
        equip = true;
        applyAfterLoadout = true;
    }
    item[15] = {
        perk = "perk/player/argent/ammo_capacity_0";
        applyAfterLoadout = true;
    }
```

```
□□□item[16] = {
□□□□perk = "perk/player/argent/ammo_capacity_1";
□□□□applyAfterLoadout = true;
□□□}
□□□item[17] = {
□□□□perk = "perk/player/argent/ammo_capacity_2";
□□□□applyAfterLoadout = true;
□□□}
□□□item[18] = {
□□□□perk = "perk/player/argent/ammo_capacity_3";
□□□□applyAfterLoadout = true;
□□□}
□□□item[19] = {
□□□□item = "equipmentlauncher/equipmentlauncherleft";
□□□}
□□□item[20] = {
□□□□item = "throwable/player/frag_grenade";
□□□□forceStat = true;
□□□□equip = true;
□□□}
□□□item[21] = {
□□□□item = "weapon/player/equipment_flame_belch";
□□□□equip = true;
□□□}
□□□item[22] = {
□□□□item = "weapon/player/equipment_flame_belch_right";
□□□}
□□□item[23] = {
□□□□item = "throwable/player/ice_bomb";
□□□□forceStat = true;
□□□}
□□□item[24] = {
□□□□item = "weapon/player/chainsaw";
□□□}
□□□item[25] = {
□□□□item = "weapon/player/shotgun";
□□□□equip = true;
□□□}
□□□item[26] = {
□□□□perk = "perk/player/weapons/shotgun/pop_rocket";
```

```
□□□□equip = true;
□□□}
□□□item[27] = {
□□□□perk = "perk/player/weapons/shotgun/pop_rocket_weakpoint_hit";
□□□□equip = true;
□□□}
□□□item[28] = {
□□□□perk = "perk/player/weapons/shotgun/pop_rocket_faster_recharge";
□□□□equip = true;
□□□}
□□□item[29] = {
□□□□perk = "perk/player/weapons/shotgun/pop_rocket_larger_explosion";
□□□□equip = true;
□□□}
□□□item[30] = {
□□□□perk = "perk/player/weapons/shotgun/pop_rocket_more_bombs";
□□□□equip = true;
□□□}
□□□item[31] = {
□□□□perk = "perk/player/weapons/shotgun/secondary_full_auto";
□□□}
□□□item[32] = {
□□□□perk = "perk/player/weapons/shotgun/secondary_full_auto_faster_recovery";
□□□□equip = true;
□□□}
□□□item[33] = {
□□□□perk = "perk/player/weapons/shotgun/secondary_full_auto_faster_charge";
□□□□equip = true;
□□□}
□□□item[34] = {
□□□□perk = "perk/player/weapons/shotgun/secondary_full_auto_increased_movement_speed";
□□□□equip = true;
□□□}
□□□item[35] = {
□□□□perk = "perk/player/weapons/shotgun/secondary_full_auto_ammo_giveback";
□□□□equip = true;
□□□}
□□□item[36] = {
□□□□item = "weapon/player/heavy_cannon";
□□□}
```

```
□□□item[37] = {
□□□□perk = "perk/player/weapons/heavy_cannon/bolt_action";
□□□}
□□□item[38] = {
□□□□perk = "perk/player/weapons/heavy_cannon/bolt_action_faster_movement";
□□□}
□□□item[39] = {
□□□□perk = "perk/player/weapons/heavy_cannon/bolt_action_faster_reload";
□□□}
□□□item[40] = {
□□□□perk = "perk/player/weapons/heavy_cannon/bolt_action_mastery_upgrades";
□□□}
□□□item[41] = {
□□□□perk = "perk/player/weapons/heavy_cannon/burst_detonate";
□□□□equip = true;
□□□}
□□□item[42] = {
□□□□perk = "perk/player/weapons/heavy_cannon/burst_detonate_faster_charge";
□□□□equip = true;
□□□}
□□□item[43] = {
□□□□perk = "perk/player/weapons/heavy_cannon/burst_detonate_primary_charge";
□□□□equip = true;
□□□}
□□□item[44] = {
□□□□perk = "perk/player/weapons/heavy_cannon/burst_detonate_faster_recharge";
□□□□equip = true;
□□□}
□□□item[45] = {
□□□□perk = "perk/player/weapons/heavy_cannon/burst_detonate_mastery";
□□□□equip = true;
□□□}
□□□item[46] = {
□□□□item = "weapon/player/plasma_rifle";
□□□}
□□□item[47] = {
□□□□perk = "perk/player/weapons/plasma_rifle/secondary_aoe";
□□□}
□□□item[48] = {
□□□□perk = "perk/player/weapons/plasma_rifle/secondary_aoe_no_primary_delay";
```

```
        equip = true;
    }
    item[49] = {
        perk = "perk/player/weapons/plasma_rifle/secondary_aoe_faster_charge";
        equip = true;
    }
    item[50] = {
        perk = "perk/player/weapons/plasma_rifle/secondary_aoe_mastery";
        equip = true;
    }
    item[51] = {
        perk = "perk/player/weapons/plasma_rifle/secondary_microwave";
        equip = true;
    }
    item[52] = {
        perk = "perk/player/weapons/plasma_rifle/secondary_microwave_faster_charge";
        equip = true;
    }
    item[53] = {
        perk = "perk/player/weapons/plasma_rifle/secondary_microwave_max_range";
        equip = true;
    }
    item[54] = {
        perk = "perk/player/weapons/plasma_rifle/secondary_microwave_mastery";
        equip = true;
    }
    item[55] = {
        item = "weapon/player/rocket_launcher";
    }
    item[56] = {
        perk = "perk/player/weapons/rocket_launcher/detonate";
        equip = true;
    }
    item[57] = {
        perk = "perk/player/weapons/rocket_launcher/detonate_proximity_flare";
        equip = true;
    }
    item[58] = {
        perk = "perk/player/weapons/rocket_launcher/detonate_concussive";
        equip = true;
```

```
    }
    item[59] = {
        perk = "perk/player/weapons/rocket_launcher/detonate_explosive_array_horizontal";
        equip = true;
    }
    item[60] = {
        perk = "perk/player/weapons/rocket_launcher/detonate_mastery";
        equip = true;
    }
    item[61] = {
        perk = "perk/player/weapons/rocket_launcher/lock_on";
    }
    item[62] = {
        perk = "perk/player/weapons/rocket_launcher/lockon_faster_recovery";
        equip = true;
    }
    item[63] = {
        perk = "perk/player/weapons/rocket_launcher/lockon_decrease_lock_time";
        equip = true;
    }
    item[64] = {
        perk = "perk/player/weapons/rocket_launcher/lockon_mastery";
        equip = true;
    }
    item[65] = {
        item = "weapon/player/double_barrel";
    }
    item[66] = {
        perk = "perk/player/weapons/double_barrel/meat_hook_faster_reload";
        equip = true;
    }
    item[67] = {
        perk = "perk/player/weapons/double_barrel/default_faster_reload";
        equip = true;
    }
    item[68] = {
        perk = "perk/player/weapons/double_barrel/meat_hook_mastery";
        equip = true;
    }
    item[69] = {
```

```
□□□□item = "weapon/player/gauss_rifle";
□□□}
□□□item[70] = {
□□□□perk = "perk/player/weapons/gauss_cannon/ballista";
□□□□equip = true;
□□□}
□□□item[71] = {
□□□□perk = "perk/player/weapons/gauss_cannon/ballista_movement";
□□□□equip = true;
□□□}
□□□item[72] = {
□□□□perk = "perk/player/weapons/gauss_cannon/ballista_larger_explosion";
□□□□equip = true;
□□□}
□□□item[73] = {
□□□□perk = "perk/player/weapons/gauss_cannon/ballista_mastery";
□□□□equip = true;
□□□}
□□□item[74] = {
□□□□perk = "perk/player/weapons/gauss_cannon/destroyer";
□□□}
□□□item[75] = {
□□□□perk = "perk/player/weapons/gauss_cannon/destroyer_charge_levels_aoe";
□□□□equip = true;
□□□}
□□□item[76] = {
□□□□perk = "perk/player/weapons/gauss_cannon/destroyer_faster_charge_and_recovery";
□□□□equip = true;
□□□}
□□□item[77] = {
□□□□perk = "perk/player/weapons/gauss_cannon/destroyer_charge_levels";
□□□□equip = true;
□□□}
□□□item[78] = {
□□□□item = "weapon/player/chaingun";
□□□}
□□□item[79] = {
□□□□perk = "perk/player/weapons/chaingun/turret";
□□□□equip = true;
□□□}
```

```
□□□item[80] = {
□□□□perk = "perk/player/weapons/chaingun/turret_faster_equip";
□□□□equip = true;
□□□}
□□□item[81] = {
□□□□perk = "perk/player/weapons/chaingun/turret_faster_movement";
□□□□equip = true;
□□□}
□□□item[82] = {
□□□□perk = "perk/player/weapons/chaingun/turret_mastery";
□□□□equip = true;
□□□}
□□□item[83] = {
□□□□perk = "perk/player/weapons/chaingun/energy_shell";
□□□}
□□□item[84] = {
□□□□perk = "perk/player/weapons/chaingun/energy_shell_faster_recharge";
□□□□equip = true;
□□□}
□□□item[85] = {
□□□□perk = "perk/player/weapons/chaingun/energy_shell_dash_smash";
□□□□equip = true;
□□□}
□□□item[86] = {
□□□□perk = "perk/player/weapons/chaingun/energy_shell_mastery";
□□□□equip = true;
□□□}
□□□item[87] = {
□□□□item = "weapon/player/bfg";
□□□}
□□□item[88] = {
□□□□item = "weapon/player/unmaykr";
□□□}
□□□item[89] = {
□□□□perk = "perk/player/argent/armor_capacity_0";
□□□}
□□□item[90] = {
□□□□perk = "perk/player/argent/armor_capacity_1";
□□□}
□□□item[91] = {
```

```
□□□□perk = "perk/player/argent/armor_capacity_2";
□□□}
□□□item[92] = {
□□□□perk = "perk/player/argent/armor_capacity_3";
□□□}
□□□item[93] = {
□□□□perk = "perk/player/argent/health_capacity_0";
□□□}
□□□item[94] = {
□□□□perk = "perk/player/argent/health_capacity_1";
□□□}
□□□item[95] = {
□□□□perk = "perk/player/argent/health_capacity_2";
□□□}
□□□item[96] = {
□□□□perk = "perk/player/argent/health_capacity_3";
□□□}
□□□item[97] = {
□□□□perk = "perk/player/suit/powerup/powerup_duration";
□□□□equip = true;
□□□}
□□□item[98] = {
□□□□perk = "perk/player/suit/self_preservation/reduce_hazard_damage";
□□□□equip = true;
□□□}
□□□item[99] = {
□□□□perk = "perk/player/suit/self_preservation/reduce_self_weapon_damage";
□□□□equip = true;
□□□}
□□□item[100] = {
□□□□perk = "perk/player/suit/extermination/barrels_respawn";
□□□□equip = true;
□□□}
□□□item[101] = {
□□□□perk = "perk/player/suit/extermination/barrels_drop_ammo";
□□□□equip = true;
□□□}
□□□item[102] = {
□□□□perk = "perk/player/equipment/frag_reduce_cooldown";
□□□□equip = true;
```

```
    }
    item[103] = {
        perk = "perk/player/equipment/frag_concussive_blast";
        equip = true;
    }
    item[104] = {
        perk = "perk/player/equipment/frag_cluster_bombs";
        equip = true;
    }
    item[105] = {
        perk = "perk/player/equipment/frag_max_capacity";
        equip = true;
    }
    item[106] = {
        perk = "perk/player/equipment/ice_reduce_cooldown";
        equip = true;
    }
    item[107] = {
        perk = "perk/player/equipment/ice_extend_duration";
        equip = true;
    }
    item[108] = {
        perk = "perk/player/equipment/ice_health_drops";
        equip = true;
    }
    item[109] = {
        perk = "perk/player/equipment/ice_melee_shatter";
        equip = true;
    }
    item[110] = {
        perk = "perk/player/suit/fundamentals/ledge_grab_speed";
        equip = true;
    }
    item[111] = {
        perk = "perk/player/suit/fundamentals/weapon_change_speed";
        equip = true;
    }
    item[112] = {
        perk = "perk/player/suit/dash/dash_regen_delay";
        equip = true;
```

```
    }
    item[113] = {
        perk = "perk/player/suit/dash/dash_gk_restore_dash";
        equip = true;
    }
    item[114] = {
        perk = "perk/player/suit/exploration/automap_shows_map_station";
        equip = true;
    }
    item[115] = {
        perk = "perk/player/suit/exploration/automap_shows_progression_items";
        equip = true;
    }
    item[116] = {
        perk = "perk/player/suit/exploration/automap_increased_fog_radius";
        equip = true;
    }
    item[117] = {
        perk = "perk/player/suit/exploration/dossier_shows_progression_items";
        equip = true;
    }
    item[118] = {
        perk = "perk/player/runes/glory_kill_speed";
        isRune = true;
    }
    item[119] = {
        perk = "perk/player/runes/glory_kill_dash";
        isRune = true;
    }
    item[120] = {
        perk = "perk/player/runes/speed_boost_on_glory_kill";
        isRune = true;
    }
    item[121] = {
        perk = "perk/player/runes/double_jump_air_control";
        isRune = true;
    }
    item[122] = {
        perk = "perk/player/runes/modify_enemy_stagger_duration";
        isRune = true;
```

```
		}
		item[123] = {
			perk = "perk/player/runes/activate_focus_on_death_blow";
			isRune = true;
		}
		item[124] = {
			perk = "perk/player/runes/target_strike";
			isRune = true;
		}
		item[125] = {
			perk = "perk/player/runes/decrease_equipment_recharge";
			isRune = true;
		}
		item[126] = {
			perk = "perk/player/runes/blood_punch_loot_on_damage";
			isRune = true;
		}
	}
	currencyToGive = {
		num = 4;
		item[0] = {
			count = 0;
		}
		item[1] = {
			currencyType = "CURRENCY_PRAETOR_UPGRADE";
			count = 0;
		}
		item[2] = {
			currencyType = "CURRENCY_WEAPON_MASTERY";
			count = 0;
		}
		item[3] = {
			currencyType = "CURRENCY_SENTINEL_BATTERY";
			count = 0;
		}
	}
	statsToGive = {
		num = 3;
		item[0] = "STAT_SUIT_PAGE_UNLOCKED";
		item[1] = "STAT_RUNE_PAGE_UNLOCKED";
```

```
□□□item[2] = "STAT_CHALLENGE_PAGE_UNLOCKED";
□□}
□□codexEntriesToGive = {
□□□num = 86;
□□□item[0] = "codex/tutorials/empowered_demon";
□□□item[1] = "codex/tutorials/secret";
□□□item[2] = "codex/tutorials/dlc_mission_select";
□□□item[3] = "codex/tutorials/dlc_cheat_codes";
□□□item[4] = "codex/tutorials/unmaykr";
□□□item[5] = "codex/tutorials/glory_kill";
□□□item[6] = "codex/tutorials/double_jump";
□□□item[7] = "codex/tutorials/chainsaw";
□□□item[8] = "codex/tutorials/objective_marker";
□□□item[9] = "codex/tutorials/dlc_mods";
□□□item[10] = "codex/tutorials/weapon_wheel";
□□□item[11] = "codex/tutorials/weak_point_arachnotron";
□□□item[12] = "codex/tutorials/weak_point_cacodemon";
□□□item[13] = "codex/tutorials/weak_point_revenant";
□□□item[14] = "codex/tutorials/weak_point_mancubus";
□□□item[15] = "codex/tutorials/plasma_vs_shields";
□□□item[16] = "codex/tutorials/cueball";
□□□item[17] = "codex/tutorials/weak_point_pinky";
□□□item[18] = "codex/tutorials/weak_point_doomhunter";
□□□item[19] = "codex/tutorials/weak_point_cyber_mancubus";
□□□item[20] = "codex/tutorials/weak_point_marauder";
□□□item[21] = "codex/tutorials/weak_point_maykr_zombie";
□□□item[22] = "codex/tutorials/archvile";
□□□item[23] = "codex/tutorials/automap_station";
□□□item[24] = "codex/tutorials/extra_lives";
□□□item[25] = "codex/tutorials/powerups";
□□□item[26] = "codex/tutorials/wall_climb";
□□□item[27] = "codex/tutorials/fast_travel";
□□□item[28] = "codex/tutorials/equipment_frag";
□□□item[29] = "codex/tutorials/equipment_flame";
□□□item[30] = "codex/tutorials/equipment_ice";
□□□item[31] = "codex/tutorials/dlc_blood_punch";
□□□item[32] = "codex/tutorials/rune";
□□□item[33] = "codex/tutorials/dash";
□□□item[34] = "codex/tutorials/dash_refill";
□□□item[35] = "codex/tutorials/super_shotgun";
```

```
□□□item[36] = "codex/tutorials/buffpod";
□□□item[37] = "codex/tutorials/rad_suit";
□□□item[38] = "codex/tutorials/bfg";
□□□item[39] = "codex/tutorials/rune";
□□□item[40] = "codex/hell/demon_header";
□□□item[41] = "codex/hell/demon_class_fodder";
□□□item[43] = "codex/hell/demon_zombie_earth";
□□□item[44] = "codex/hell/demon_imp";
□□□item[45] = "codex/hell/demon_soldier_blaster";
□□□item[46] = "codex/hell/demon_gargoyle";
□□□item[47] = "codex/hell/demon_lostsoul";
□□□item[48] = "codex/hell/demon_class_heavy";
□□□item[49] = "codex/hell/demon_arachnotron";
□□□item[50] = "codex/hell/demon_cacodemon";
□□□item[51] = "codex/hell/demon_carcass";
□□□item[52] = "codex/hell/demon_mancubus_cyber";
□□□item[53] = "codex/hell/demon_dreadknight";
□□□item[54] = "codex/hell/demon_hellknight";
□□□item[55] = "codex/hell/demon_mancubus_fire";
□□□item[56] = "codex/hell/demon_painelemental";
□□□item[57] = "codex/hell/demon_pinky";
□□□item[58] = "codex/hell/demon_prowler";
□□□item[59] = "codex/hell/demon_revenant";
□□□item[60] = "codex/hell/demon_pinky_spectre";
□□□item[61] = "codex/hell/demon_whiplash";
□□□item[62] = "codex/maykr/maykr_drones";
□□□item[63] = "codex/hell/demon_class_superheavy";
□□□item[64] = "codex/hell/demon_archvile";
□□□item[65] = "codex/hell/demon_baronofhell";
□□□item[66] = "codex/hell/demon_doom_hunter";
□□□item[67] = "codex/hell/demon_marauder";
□□□item[68] = "codex/hell/demon_tyrant";
□□□item[69] = "codex/hell/demon_class_ambient";
□□□item[70] = "codex/hell/demon_buffpod";
□□□item[71] = "codex/hell/demon_cueball";
□□□item[72] = "codex/hell/demon_tentacle";
□□□item[73] = "codex/slayer/arsenal_header";
□□□item[74] = "codex/slayer/arsenal_doomblade";
□□□item[75] = "codex/slayer/arsenal_ballista";
□□□item[76] = "codex/slayer/arsenal_bfg";
```

```
		item[77] = "codex/slayer/arsenal_chaingun";
		item[78] = "codex/slayer/arsenal_chainsaw";
		item[79] = "codex/slayer/arsenal_combat_shotgun";
		item[80] = "codex/slayer/arsenal_equipment_launcher";
		item[81] = "codex/slayer/arsenal_heavy_cannon";
		item[82] = "codex/slayer/arsenal_plasmarifle";
		item[83] = "codex/slayer/arsenal_rocketlauncher";
		item[84] = "codex/slayer/arsenal_super_shotgun";
		item[85] = "codex/slayer/arsenal_unmaykr";
	}
	clearAllBeforeApply = true;
}
}
```

**Inheritance Example**

dlc/e4m2_swamp.decl, shown below, imports all inventory items from e4m1_rig.decl. In addition to the items given on UAC Atlantica, Blood Swamps starts the player off with all support runes unlocked.

> devinvloadout decls are stored in level-specific archives that are only loaded when that map is played, so modified copies of e4m1_rig.decl will only affect DLC levels it is installed to via Eternal Mod Injector, unless you use assetsinfo to import those resources into a level that otherwise would not have that file.

```
{
	inherit = "devinvloadout/dlc/e4m1_rig";
	edit = {
		startingInventory = {
			num = 130;
			item[127] = {
				perk = "perk/player/runes/dlc/blood_punch_low_health_bonus_damage";
				isRune = true;
			}
			item[128] = {
				perk = "perk/player/runes/dlc/extra_life_refund";
				isRune = true;
			}
			item[129] = {
				perk = "perk/player/runes/dlc/weakpoint_concussive_blast";
				isRune = true;
			}
```

```
	}
}
}
```

**Multiplayer**
pvp/complete.decl controls the slayer's inventory when joining an online match.

> Do not put the chaingun shield or ice bomb into any inventory that will be loaded in multiplayer, both of these are known to crash clients.

> Also avoid using Chrono Strike and Saving Throw, these do not quite work as expected. if the mod is meant to be played with multiple slayers, also avoid equipment fiend and break blast; these tend to activate multiple times and are therefore far more effective than intended.

```
{
	edit = {
		startingInventory = {
			num = 69;
			item[0] = {
				item = "abilities/grapplegloves";
			}
			item[1] = {
				item = "abilities/environmentsuit";
			}
			item[2] = {
				item = "jumpboots/base";
				equip = true;
			}
			item[3] = {
				item = "ability_dash_pvp";
				equip = true;
			}
			item[4] = {
				perk = "perk/player/suit/fundamentals/increase_pickup_radius";
				equip = true;
			}
			item[5] = {
				perk = "perk/pvp/slayer/speed_boost_on_sync_kill";
				equip = true;
```

```
    }
    item[6] = {
        perk = "perk/player/suit/fundamentals/ledge_grab_speed";
        equip = true;
    }
    item[7] = {
        perk = "perk/player/suit/fundamentals/weapon_change_speed";
        equip = true;
    }
    item[8] = {
        perk = "perk/player/suit/fundamentals/weapon_mod_speed";
        equip = true;
    }
    item[9] = {
        perk = "perk/player/equipment/flame_extend_duration";
        equip = true;
    }
    item[10] = {
        perk = "perk/pvp/slayer/eor_upgrade_frag_reduce_cooldown_level_1";
        equip = true;
    }
    item[11] = {
        perk = "perk/player/equipment/frag_concussive_blast";
        equip = true;
    }
    item[12] = {
        perk = "perk/player/blood_punch/ai_charge_rate";
        equip = true;
    }
    item[13] = {
        perk = "perk/player/argent/health_capacity_pvp";
        equip = true;
    }
    item[14] = {
        perk = "perk/player/argent/armor_capacity_pvp";
        equip = true;
    }
    item[15] = {
        item = "equipmentlauncher/equipmentlauncherleft";
        equip = true;
    }
```

```
□□□item[16] = {
□□□□item = "throwable/player/frag_grenade";
□□□□equip = true;
□□□}
□□□item[17] = {
□□□□item = "weapon/player/fists";
□□□}
□□□item[18] = {
□□□□item = "abilities/blood_punch";
□□□□equip = true;
□□□}
□□□item[19] = {
□□□□item = "weapon/player/shotgun";
□□□□equip = true;
□□□}
□□□item[20] = {
□□□□perk = "perk/player/weapons/shotgun/secondary_full_auto";
□□□}
□□□item[21] = {
□□□□perk = "perk/player/weapons/shotgun/secondary_full_auto_faster_recovery";
□□□}
□□□item[22] = {
□□□□perk = "perk/player/weapons/shotgun/secondary_full_auto_faster_charge";
□□□}
□□□item[23] = {
□□□□perk = "perk/player/weapons/shotgun/secondary_full_auto_increased_movement_speed";
□□□}
□□□item[24] = {
□□□□perk = "perk/player/weapons/shotgun/secondary_full_auto_ammo_giveback";
□□□}
□□□item[25] = {
□□□□perk = "perk/player/weapons/shotgun/pop_rocket";
□□□□equip = true;
□□□}
□□□item[26] = {
□□□□perk = "perk/player/weapons/shotgun/pop_rocket_faster_recharge";
□□□□equip = true;
□□□}
□□□item[27] = {
□□□□perk = "perk/player/weapons/shotgun/pop_rocket_larger_explosion";
□□□□equip = true;
```

```
□□□}
□□□item[28] = {
□□□□perk = "perk/player/weapons/shotgun/pop_rocket_more_bombs";
□□□□equip = true;
□□□}
□□□item[29] = {
□□□□item = "weapon/player/double_barrel";
□□□}
□□□item[30] = {
□□□□perk = "perk/player/weapons/double_barrel/default_faster_reload";
□□□□equip = true;
□□□}
□□□item[31] = {
□□□□perk = "perk/player/weapons/double_barrel/meat_hook_faster_reload";
□□□□equip = true;
□□□}
□□□item[32] = {
□□□□perk = "perk/player/weapons/double_barrel/meat_hook_mastery";
□□□□equip = true;
□□□}
□□□item[33] = {
□□□□item = "weapon/player/plasma_rifle";
□□□}
□□□item[34] = {
□□□□perk = "perk/player/weapons/plasma_rifle/secondary_aoe";
□□□□equip = true;
□□□}
□□□item[35] = {
□□□□perk = "perk/player/weapons/plasma_rifle/secondary_aoe_no_primary_delay";
□□□□equip = true;
□□□}
□□□item[36] = {
□□□□perk = "perk/player/weapons/plasma_rifle/secondary_aoe_faster_charge";
□□□□equip = true;
□□□}
□□□item[37] = {
□□□□item = "weapon/player/gauss_rifle";
□□□}
□□□item[38] = {
□□□□perk = "perk/player/weapons/gauss_cannon/ballista";
□□□□equip = true;
```

```
□□□}
□□□item[39] = {
□□□□perk = "perk/player/weapons/gauss_cannon/ballista_movement";
□□□□equip = true;
□□□}
□□□item[40] = {
□□□□perk = "perk/player/weapons/gauss_cannon/ballista_larger_explosion";
□□□□equip = true;
□□□}
□□□item[41] = {
□□□□item = "weapon/player/heavy_cannon";
□□□}
□□□item[42] = {
□□□□perk = "perk/player/weapons/heavy_cannon/bolt_action";
□□□□equip = true;
□□□}
□□□item[43] = {
□□□□perk = "perk/player/weapons/heavy_cannon/bolt_action_faster_movement";
□□□□equip = true;
□□□}
□□□item[44] = {
□□□□perk = "perk/player/weapons/heavy_cannon/bolt_action_mastery_upgrades";
□□□□equip = true;
□□□}
□□□item[45] = {
□□□□perk = "perk/player/weapons/heavy_cannon/burst_detonate";
□□□□equip = true;
□□□}
□□□item[46] = {
□□□□perk = "perk/player/weapons/heavy_cannon/burst_detonate_faster_recharge";
□□□□equip = true;
□□□}
□□□item[47] = {
□□□□perk = "perk/player/weapons/heavy_cannon/burst_detonate_faster_charge";
□□□□equip = true;
□□□}
□□□item[48] = {
□□□□perk = "perk/player/weapons/heavy_cannon/burst_detonate_primary_charge";
□□□□equip = true;
□□□}
□□□item[49] = {
```

```
□□□□item = "weapon/player/chaingun";
□□□}
□□□item[50] = {
□□□□perk = "perk/player/weapons/chaingun/turret";
□□□□equip = true;
□□□}
□□□item[51] = {
□□□□perk = "perk/player/weapons/chaingun/turret_faster_equip";
□□□□equip = true;
□□□}
□□□item[52] = {
□□□□perk = "perk/player/weapons/chaingun/turret_faster_movement";
□□□□equip = true;
□□□}
□□□item[53] = {
□□□□item = "weapon/player/rocket_launcher";
□□□}
□□□item[54] = {
□□□□perk = "perk/player/weapons/rocket_launcher/detonate";
□□□}
□□□item[55] = {
□□□□perk = "perk/player/weapons/rocket_launcher/detonate_proximity_flare";
□□□□equip = true;
□□□}
□□□item[56] = {
□□□□perk = "perk/player/weapons/rocket_launcher/lock_on";
□□□□equip = true;
□□□}
□□□item[57] = {
□□□□perk = "perk/player/weapons/rocket_launcher/lockon_faster_recovery";
□□□□equip = true;
□□□}
□□□item[58] = {
□□□□item = "weapon/player/chainsaw";
□□□}
□□□item[59] = {
□□□□item = "ammo/sharedammopool/shells";
□□□□count = 999;
□□□□applyAfterLoadout = true;
□□□}
□□□item[60] = {
```

```
□□□□item = "ammo/sharedammopool/cells";
□□□□count = 999;
□□□□applyAfterLoadout = true;
□□□}
□□□item[61] = {
□□□□item = "ammo/sharedammopool/bullets";
□□□□count = 999;
□□□□applyAfterLoadout = true;
□□□}
□□□item[62] = {
□□□□item = "ammo/sharedammopool/rockets";
□□□□count = 999;
□□□□applyAfterLoadout = true;
□□□}
□□□item[63] = {
□□□□item = "ammo/sharedammopool/fuel";
□□□}
□□□item[64] = {
□□□□overrides = {
□□□□□num = 1;
□□□□□item[0] = "pvp_bfg_extra_ammo";
□□□□}
□□□□item = "ammo/sharedammopool/bfg";
□□□□count = 30;
□□□}
□□□item[65] = {
□□□□item = "equipmentlauncher/equipmentlauncherright_restricted";
□□□}
□□□item[66] = {
□□□□item = "weapon/player/equipment_flame_belch";
□□□□equip = true;
□□□}
□□□item[67] = {
□□□□perk = "perk/pvp/slayer/chainsaw_ammo_regen_default";
□□□□equip = true;
□□□}
□□□item[68] = {
□□□□perk = "perk/pvp/slayer/eor_upgrade_cut_up";
□□□□equip = true;
□□□}
□□}
```

```
}
}
```