Entities List (Doom Eternal)

An incomplete list of known entity classes in Doom Eternal:

```
idAASObstacle
idAASReachability
idAbnormalPlayerMetrics
idActionNode
idActor
idActorAmbientFilter
idActorWorkNode
idAFEntity_Corpse
idAFEntity_Dummy
idAFEntity_Generic
idAFEntity_GetUpTest
idAI2
idAIAASHint
idAICombatHint
idAICombatHint_SuppressionFirePoint
idAIDeathVolume
idAIDebugCamera
idAIHint
idAIHintGroup
idAIInteraction
idAIMapMarkupEntity
idAISearchHintAnimation
idAISearchHintAuto
idAISearchHintGroup
idAITest
idAITest_Rotation
idAlignedEntity
idAmbientNodeExclusionArea
idAmbientNodeGenerationArea
idAmbientTriggerModifier_SetAITypes
idAnimated
idAnimated_AnimWeb
idAnimated_AnimWeb_Samuel
idAnimated_ThreatSensor
idAnimatedAttachment
```

idAnimatedAttachment_AF

idAnimatedEntity

idAnimatedInteractable

idAnimatedSimple_AnimSys

idAnimatedSimple_Faust

idAnimCamera

idAnimNode

idAnnouncementManager

idArchvileTemplate

idAutomapMapGroupRevealEntity

idAutomapSectionRevealTrigger

idBarricade

idBasePropSpawner

idBFG_Geyser

idBfgBurn

idBillboard

idBloatedEntity

idBossInfo

idBotActionEntity

idBotActionEntity_Info

idBotActionEntity_Info_POI

idBotActionEntity_Info_RoamGoal

idBotActionEntity_Usable

idBotPathNodeEntity

idBreakable

idBreakablePlatform

idBuildArea

idCamera

idCameraView

idCampaignInvaderStart

idCaptureFrames

idCinematicCamera

idCollectibleEntity

idCollisionExclusionVolume

idCollisionStreamArea

idCombatGrouping

idCombatVolume

idCoopStartingInventory

idCrusher

idCyberdemonMissileShooter

idDamageableAttachment

idDeathmatchPlayerStart

idDebrisEntity

idDecalEntity

idDecalEntity_Coop

idDemonPlayer

idDemonPlayer_Arachnotron

idDemonPlayer_Archvile

idDemonPlayer_Baron

idDemonPlayer_Cacodemon

idDemonPlayer_Mancubus

idDemonPlayer_Marauder

idDemonPlayer_PainElemental

idDemonPlayer_Pinky

idDemonPlayer_Prowler

idDemonPlayer_Revenant

idDemonPlayer_Summoner

idDemonPlayerStart

idDestroyableProp

idDestructible

idDestructibleManager

idDynamicEntity

idDynamicEntity_Damageable

idDynamicVisibilityBlocker

idEditorModelEntity

idElectricBoltEmitter

idEncounterAmbientAudio

idEncounterGroupMgr

idEncounterManager

idEncounterModifier_Reset

idEncounterModifier_SetEnabledState

idEncounterModifier_SetNextScriptIndex

idEncounterTrigger_AmbientAIAudio

idEncounterTrigger_Commit

idEncounterTrigger_Exit

idEncounterTrigger_OverrideCombatGrouping

idEncounterTrigger_PreCombat

idEncounterTrigger_RaiseUserFlag

idEncounterVolume_ValidCover

idEnergyShell

idEngineEntity

idEntity

idEntityCamera

idEntityFx

idEntityFxRandom

idEnvArea

idEnvironmentalDamage_Hurt_Trigger

idEnvironmentalDamage_Point

idEnvironmentalDamage_PointManager_Trigger

idEscapePod

idExtraLifeTeleportLocation

idFlightVolumeTraversalSpline

idFreeCamera

idFreeDbgCam

idFuncRotate

idFuncShadowCaster

idFuncSwing

idGameChallenge

idGameChallenge_CampaignSinglePlayer

idGameChallenge_Horde

idGameChallenge_PVP

idGameChallenge_PVPTutorial

idGameChallenge_Shell

idGeomCacheEntity

idGladiatorShield

idGoreEntity

idGuiEntity

idGuiEntity_Cinematic

idGuiEntity_Text

idHeightmapVolumeEntity

idHighlightBehavior

idHighlightBehavior_Augment

idInfluenceSpawnSettings

idInfo

idInfo_BounceDestination

idInfo_DoorTraversalChain

idInfo_FastTravel

idInfo_SpawnConditionProxy

idInfo_TeleportDestination

idInfo_TraversalBase

idInfo_TraversalChain

idInfo_TraversalPoint

idInfo_Trigger_Facing_Target

idInfo_UniversalTraversal

idInfoAAS

idInfoAmbient

idInfoBounds

idInfoCloudShot

idInfoCover

idInfoCoverExposed

idInfoDebugMarker

idInfoExportHint

idInfoFlightVolumeEntrance

idInfoFocus

idInfoGoalPosition

idInfoLevelFadeIn

idInfoLookTarget

idInfoLookTargetGroup

idInfoOrbit

idInfoPath

idInfoPlayerHud

idInfoRoam

idInfoRuler

idInfoSpawnPoint

idInfoSplineChild

idInfoStandPoint

idInfoTexLod

idInfoTraversal

idInfoTraversal_Bot

idInfoTraversal_Ultimate

idInfoTraversalEndPoint

idInfoWaitForButtonAfterLoad

idInteractable

idInteractable_Automap

idInteractable_BatterySocket

idInteractable_Challenge_Shrine

idInteractable_CollectibleViewer

idInteractable_CurrencyExchange

idInteractable_Doom

idInteractable_EliteGuard

idInteractable_EliteGuard_Coop

idInteractable_GiveItems

idInteractable_GoreBud

idInteractable_GoreNest

idInteractable_HighlightSelector

idInteractable_JukeBox

idInteractable_LootCrate

idInteractable_LootDrop

idInteractable_Minigame

idInteractable_Moveable

idInteractable_NightmareMarker

idInteractable_Obstacle

idInteractable_Respec

idInteractable_Rune

idInteractable_Shooter

idInteractable_SlayerGate

idInteractable_SlayerGate_Coop

idInteractable_SonicBoost

idInteractable_Tutorial

idInteractable_VegaTraining

idInteractable_WeaponModBot

idInteractable_WorldCache

idInteractionCamera

idInvasionAreaManager

idInvasionBlocker

idInventoryStorage

idIOS_MeteorCrater

idItemPropSpawner

idJostleAnimated

idJostleSpring

idJostleSwivel

idLensFlare

idLight

idLogicEntity

idLowGravityMover

idMidnightCutscene

idMover

idMoverModifier

idMultiplayerTrigger

idMusicEntity

idNetworkedEntityFx

idNetworkedParticleEmitter

idNetworkLight

idObjective_Relay

idOverTheShoulderCamera

idParticleEmitter

idPathCorner

idPerceptionVolume

idPhotoModeCamera

idPieceEmitter

idPlayer

idPlayerStart

idPortalSurface

idPortalWorld

idPoseableEntity

idProjectile

idProjectile_AIHomingRocket

idProjectile_Auger

idProjectile_BfgArc

idProjectile_BfgBurn

idProjectile_CacoDemonRocket

idProjectile_CyberdemonSwarmMissile

idProjectile_DamageOverTime

idProjectile_Destroyer

idProjectile_EMP

idProjectile_Grenade

idProjectile_GrenadeFast

idProjectile_Mancubus_Smoke

idProjectile_MeatHook

idProjectile_Rocket

idProjectile_RollingFire

idProjectile_SiphonGrenade

idProjectile_SwarmMissile

idProjectile_SwarmMissile_V2

idProjectileShield

idProp

idProp_AIArmor

idProp_ArmorPickup

idProp_Breakable

idProp_BreakableLoot

idProp_ContinuallyUsed

idProp_Coop

idProp_Coop_Billboard

idProp_DemonCircle

idProp_ElectricArmor

idProp_Explosive

idProp_HealthPickup

idProp_Moveable

idProp_OnlineCollectible

idProp_Pickup

idProp_PlayableDemonCircle

idProp_Spawnable

idProp_Static

idProp_Usable

idProp_WeaponPickup

idProp_WeaponStatic

idProp2

idPurifyingBeam

idReferenceMap

idRegenArea

idResurrectionProxy

idRibbon2Emitter

idRiftBuildPosition

idRotatableCamera

idSlowMotionCamera

idSoundAreaEntity

idSoundBeamEntity

idSoundBoxEntity

idSoundEntity

idSoundPrefetchEntity

idSoundSphereEntity

idSoundSubtitlesEntity

idSoundTrigger

idSpawnArea

idSpawnNode

idSpawnNodeSplines

idSpawnPoint

idSpectacleCamera

idSpectatorCamera

idSpitfireCannon

idSplinePath

idSpringCamera

idStaticEntity

idStaticMultiGuiEntity

idStaticVisibilityBlocker

idStaticWaterEntity

idSummoningTemplate

idSyncEntity

idTarget

idTarget_ActionScript

idTarget_AdaptiveTickToggle

idTarget_AIEvent

idTarget_AIGlobalSettings

idTarget_AIProxy

idTarget_AmplitudeTrigger

idTarget_AnimWebChangeState

idTarget_AnimWebChangeStateVia

idTarget_AnimWebPause

idTarget_AnimWebUnpause

idTarget_ApplyExplosionImpulse

idTarget_ApplyImpulse

idTarget_Award_Adrenaline

idTarget_Award_RushAttack

idTarget_Break

idTarget_ChangeColor

idTarget_ChangeMaterial

idTarget_ChangeVolume_PlayerEnvOverride

idTarget_ClearFakeEnemy

idTarget_Codex

idTarget_CollisionDamage

idTarget_Command

idTarget_Conditional

idTarget_ConditionalAccessor

idTarget_Count

idTarget_Count_Random

idTarget_Credits

idTarget_CurrencyCheck

idTarget_Cvar

idTarget_Damage

idTarget_DeactivateStatusEffects

idTarget_DemonBountyAiTypes

idTarget_DevLoadoutSwap

idTarget_DisableEscMenu

idTarget_DisableInvasion

idTarget_Disconnect

idTarget_Disconnect_GoToScreen

idTarget_DormancyRadius

idTarget_DummyFire

idTarget_DynamicChallenge_End

idTarget_DynamicChallenge_FailChallenge

idTarget_DynamicChallenge_GiveBonus

idTarget_DynamicChallenge_PointTrigger

idTarget_DynamicChallenge_Start

idTarget_EnableAIEvent

idTarget_EnableGroup

idTarget_EnableTarget

idTarget_EncounterChallenge

idTarget_EndInvasion

idTarget_EndOfCampaign

idTarget_Enemy

idTarget_EquipItem

idTarget_FadeComplete

idTarget_FakeEnemy

idTarget_FastTravelInhibit

idTarget_FastTravelUnlock

idTarget_FireWeapon

idTarget_FirstThinkActivate

idTarget_ForceDormancy

idTarget_ForceGroupRole

idTarget_GameChallengeGameOver

idTarget_GameStateIntInc

idTarget_GameStateIntSet

idTarget_GeomCacheStreamer

idTarget_GiveItems

idTarget_GiveWeaponUpgradePoints

idTarget_GroupExpression

idTarget_GroupMessage

idTarget_GUICommand

idTarget_Hide

idTarget_HideHands

idTarget_InteractionAction

idTarget_Intro

idTarget_InventoryCheck

idTarget_LayerStateChange

idTarget_LevelTransition

idTarget_LightController

idTarget_MakeActivatable

idTarget_MapGroupUnlock

idTarget_Melee

idTarget_ModifyGroup

idTarget_ModifyTraversalClass

idTarget_Notification

idTarget_Objective_Complete

idTarget_Objective_Give

idTarget_Objective_HideEntities

idTarget_Objective_Replace

idTarget_Objective_Triggered

idTarget_Path

idTarget_Perk

idTarget_Ping

idTarget_PlayerCheckpoint

idTarget_PlayerInvulnerability

idTarget_PlayerModifier

idTarget_PlayerStatModifier

idTarget_PlayerStatus

idTarget_PlayerViewEffect

idTarget_PlayerWhiplash

idTarget_PlayVoiceOver

idTarget_PodiumSpawn

idTarget_POI

idTarget_Print

idTarget_RandomImpulse

idTarget_Remove

idTarget_RemoveItems

idTarget_RemoveSaveGate

idTarget_Secret

idTarget_SetGroupCombatStage

idTarget_SetInEncounterGroup

idTarget_SetSpawnSpot

idTarget_ShakeTrigger

idTarget_Show

idTarget_ShowGui

idTarget_ShowHands

idTarget_Snap_Objective

idTarget_SoundDuck

idTarget_Spawn

idTarget_Spawn_Parent

idTarget_Spawn_Target

idTarget_StartSoundShader

idTarget_Subtitle

idTarget_SwapFaction

idTarget_SwapNavMesh

idTarget_Teleport

idTarget_TestPlayerState

idTarget_Timeline

idTarget_Timer

idTarget_TutorialGui

idTarget_UnlockUltraNightmare

idTarget_ViewPos

idTarget_VisibilityController

idTargetSpawnGroup

idTeamCapturePoint

idTeleporterPad

idTendrilEye

idTest_MetaData_Bounds

idTest_MetaData_Circle

idTest_MetaData_Cylinder

idTest_MetaData_Cylinder2

idTest_MetaData_Fov

idTest_MetaData_FovPitch

idTest_MetaData_FovYaw

idTest_MetaData_Line

idTest_MetaData_Model

idTest_MetaData_MoveableSpheres

idTest_MetaData_Plane

idTest_MetaData_SectorPitch

idTest_MetaData_SectorYaw

idTest_MetaData_String

idTest_MetaData_Target

idTest_MetaData_WebPath

idTest_Sector

idTestEntity

idTestModel2

idTexlodNodeGenerationArea

idToucher

idTrailerCamera

idTrigger

idTrigger_AIInteraction

idTrigger_BouncePad

idTrigger_ChallengeBoundry

idTrigger_Damage

idTrigger_DemonDamageOutModifier

idTrigger_Dormancy

idTrigger_DummyFire

idTrigger_DynamicHurt

idTrigger_EnergyField

idTrigger_Facing

idTrigger_ForcePlayerBodyReactionOnce

idTrigger_GorillaBar

idTrigger_Hurt

idTrigger_InvasionAreaEnter

idTrigger_InvasionAreaExit

idTrigger_ModPlayerVelocity

idTrigger_MovementModifier

idTrigger_Multiplayer

idTrigger_Push

idTrigger_RemoveEntities

idTrigger_RemoveInventoryItems

idTrigger_Repulsor

idTrigger_SonicBoom

idTrigger_StatDrivenEvent

idTrigger_TakeDamage

idTrigger_Teleporter

idTrigger_Teleporter_Fade

idTrigger_TestPlayerState

idTrigger_VisibilityController

idTrigger_VoiceCommunication

idTriggerToucher

idTurret

idUmbraVisibilityContributionVolume

idUmbraVolume

idUtilityCamera

idVolume

idVolume_Blocking

idVolume_ControlPointSpawnInfluence

idVolume_CustomLedgeGrab

idVolume_Damage

idVolume_DamageOverTime

idVolume_DemonicBait

idVolume_DemonicPossession

idVolume_DeployedLaser

idVolume_DoomGravity

idVolume_EmpField
idVolume_Flight
idVolume_FlightObstacle
idVolume_ForceDormant
idVolume_Gravity
idVolume_Invasion
idVolume_InvasionInhibit
idVolume_InvasionSpawnZone
idVolume_KillDownedInjured
idVolume_LightRigModifier
idVolume_LocationCalling
idVolume_MancubusFlamethrower
idVolume_MancubusSteam
idVolume_MancubusSteamFX
idVolume_MatterBallWarp
idVolume_OliviasGuardFight_DangerZone
idVolume_PlacedFlightVolume
idVolume_PlasmaPuddle
idVolume_PlasmaPuddleFX
idVolume_PlayerBodyReaction
idVolume_PlayerEnvOverride
idVolume_PlayerUseProxy
idVolume_PlayerViewEffect
idVolume_RevivePlayer
idVolume_RunCycleHint
idVolume_RuneHint
idVolume_SecretHint
idVolume_Siphon
idVolume_SpaceWarp
idVolume_Stairs
idVolume_StatusEffect
idVolume_StealthField
idVolume_StreamTreeMarkup
idVolume_ToggleableDamageOverTime
idVolume_TogglePlayerBodyReaction
idVolume_TraversalGen
idVolume_Trigger
idVolume_VisualImpairment
idWaterEntity
idWaveShield
idWeaponEntity

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idWorldClipBounds
idWorldspawn
jakesDevWidget
```

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