

EntitySlayer

EntitySlayer by FlavorfulGecko5 - [Download](#)

EntitySlayer is an easy yet powerful entity editing tool that lists entities as nodes, while providing advanced features such as filtering, searching, multi-node selection. *To install: Extract the files to whatever folder you want. Make sure to copy `oocore_8_win64.dll` from DOOM Eternal's installation directory to the folder.*

EntitySlayer does not require you to decompress .entities files.

You can open the compressed files within the application, but you should be in your chosen level and use

File -> Open from MH to open the Meathook instance. Be sure to save your instance somewhere. With EntitySlayer, you can press the button, "Reload level" and it will perform the command "mh_force_reload" for you.

If you wish, you can copy an entity into a dedicated text editor like Notepad++, make changes there, then copy the result back to EntitySlayer.

Copying from EntitySlayer to Text Editor:

1. Copy the eventCall selected

> eventCall	ENCOUNTER_SPAWN_DREAD_KNIGHT
> eventCall	ENCOUNTER_SPAWN_ANY
> eventCall	
> eventCall	
▼ eventCall	ENCOUNTER_SPAWN_BARON
eventDef	spawnPossessedAI
▼ args	
eEncounterSpawnType_t	ENCOUNTER_SPAWN_BARON
entity	tut_heavy_open_1
string	main
entity	tut_heavy_open_2
eEncounterSpawnType_t	ENCOUNTER_SPAWN_ANY
string	main
bool	false
> eventCall	
> eventCall	ENCOUNTER_SPAWN_BARON

2. Paste into text editor

```
1 item[20] = {
2     eventCall = {
3         eventDef = "spawnPossessedAI";
4         args = {
5             num = 7;
6             item[0] = {
7                 eEncounterSpawnType_t = "ENCOUNTER_SPAWN_BARON";
```

3. Make your changes and only copy the following

```
1 item[20] = {
2     eventCall = {
3         eventDef = "spawnPossessedAI";
4         args = {
5             num = 7;
6             item[0] = {
7                 eEncounterSpawnType_t = "ENCOUNTER_SPAWN_BARON";
8             }
9             item[1] = {
10                entity = "tut_heavy_open_5";
11            }
12            item[2] = {
13                string = "possessed";
14            }
15            item[3] = {
16                entity = "tut_heavy_open_5";
17            }
18            item[4] = {
19                eEncounterSpawnType_t = "ENCOUNTER_SPAWN_ANY";
20            }
21            item[5] = {
22                string = "main";
23            }
24            item[6] = {
25                bool = false;
26            }
27        }
28    }
29 }
```

4. Reinsert the eventCall into EntitySlayer

> eventCall	ENCOUNTER_SPAWN_DREAD_KNIGHT
> eventCall	ENCOUNTER_SPAWN_ANY
> eventCall	
> eventCall	
▼ eventCall	ENCOUNTER_SPAWN_BARON
eventDef	spawnPossessedAI
▼ args	
eEncounterSpawnType_t	ENCOUNTER_SPAWN_BARON
entity	tut_heavy_open_5
string	possessed
entity	tut_heavy_open_5
eEncounterSpawnType_t	ENCOUNTER_SPAWN_ANY
string	main
bool	false
▼ eventCall	ENCOUNTER_SPAWN_BARON
eventDef	spawnPossessedAI
▼ args	
eEncounterSpawnType_t	ENCOUNTER_SPAWN_BARON
entity	tut_heavy_open_1
string	main
entity	tut_heavy_open_2
eEncounterSpawnType_t	ENCOUNTER_SPAWN_ANY
string	main
bool	false
> eventCall	
> eventCall	ENCOUNTER_SPAWN_BARON

5. If you are replacing an eventCall, delete the original one, but you can always add more eventCalls this way.

