

idDestructible

An entity that can be destroyed by certain actions.

Breakable Concrete Wall

```
entity {
  entityDef game_destructible_e2m1_nest_breakable_concrete_wall_1 {
    inherit = "destructible/e2m1_nest/breakable_concrete_wall";
    class = "idDestructible";
    expandInheritance = false;
    poolCount = 0;
    poolGranularity = 2;
    networkReplicated = true;
    disableAIPooling = false;
    edit = {
      whenToSave = "SGT_CHECKPOINT";
      flags = {
        skipRenderModelReplication = true;
      }
      soundOffset = {
        z = 1.5;
      }
      renderModelInfo = {
        emissiveColor = {
          r = 0;
          b = 0;
          g = 0;
          a = 0;
        }
        emissiveScale = 6;
        model = "art/kit/hell_earth/walls/crack_concrete_a_whole.lwo";
        scale = {
          x = 0.6999999988;
          y = 0.6999999988;
          z = 0.6999999988;
        }
      }
    }
  }
}
```

```

clipModelInfo = {
  type = "CLIPMODEL_BOX";
  size = {
    x = 7;
    y = 0.5;
    z = 7;
  }
  numSides = 6;
  offset = {
    y = 0.25;
  }
}
soundOcclusionBypass = true;
targetingDecl = "destructible_wall";
fxDecl = "gameplay/invasion/demon_door";
destructible = {
  idleCommands = {
    num = 1;
    item[ 0 ] = {
      time = 10000;
      command = "IDLE_COMMAND_BECOME_STATIC";
    }
  }
  decl = "destructible/e2m1_nest/breakable_concrete_wall";
}
effectiveDamageTypes = {
  num = 5;
  item[ 0 ] = "damage/player/melee_d5_forward";
  item[ 1 ] = "damage/player/melee_d5_blood_punch";
  item[ 2 ] = "damage/special/ability_dash";
  item[ 3 ] = "damage/player/crucible";
  item[ 4 ] = "damage/firearm/melee_d5_crucible_projectile";
}
meleeOnDash = true;
dissolveDistance = 20;
demonPlayerRenderModel = "art/kit/hell_earth/walls/crack_concrete_a_demon.lwo";
umbraSoundBlocking = "CAN_BLOCK";
spawnPosition = {
  x = 1;
  y = 1;
  z = 1;
}

```

```

    }
    spawnOrientation = {
        mat = {
            mat[0] = {
                x = 0;
                y = 1;
            }
            mat[1] = {
                x = -1;
                y = 0;
            }
        }
    }
    targets = {
        num = 1;
        item[0] = "game_target_secret_1"; // targets a secret
    }
    dormancy = {
        playerDistance = 20;
        playerRearwardDistance = 20;
        allowDistanceDormancy = false;
        allowDormancy = true;
        allowPvsDormancy = false;
    }
    disableTargetsOnReload = true;
}
}

```

Revision #2

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