

idInteractable

An entity that is interactable with a melee input.

Some of these entities only work in specific resources.
You will need to pull assets from other levels if you want to use them in a level where they normally do not exist.

Skull Switch

```
entity {
  [entityDef interact_use_panel_sentinel_skull_switch_1 {
    [inherit = "interact/use_panel/sentinel_skull_switch";
    [class = "idInteractable";
    [expandInheritance = false;
    [poolCount = 0;
    [poolGranularity = 2;
    [networkReplicated = true;
    [disableAIPooling = false;
    [edit = {
      [whenToSave = "SGT_CHECKPOINT";
      [clipModelInfo = {
        [type = "CLIPMODEL_BOX";
        [size = {
          [x = 0.75;
          [y = 1.20000005;
          [z = 1.95000005;
        ]
      ]
    ]
    [interaction = {
      [initialState = "interactables/console/sentinel_skull_switch/sentinel_skull_idle";
      [interactionGraph = "interactables/console";
      [stateData = {
        [hum = 6;
        [item[0] = {
          [stateName = "interactables/console/sentinel_skull_switch/sentinel_skull_activate";
        ]
      ]
    ]
  ]
}
```

```
    item[1] = {
        stateName = "interactables/console/sentinel_skull_switch/sentinel_skull_activate_repeat";
    }
    item[2] = {
        stateName = "interactables/console/sentinel_skull_switch/sentinel_skull_idle";
    }
    item[3] = {
        stateName = "interactables/console/sentinel_skull_switch/sentinel_skull_idle_repeat";
    }
    item[4] = {
        stateName = "interactables/console/sentinel_skull_switch/sentinel_skull_used";
    }
    item[5] = {
        stateName = "interactables/console/sentinel_skull_switch/sentinel_skull_used_repeat";
    }
    transitionData = {
        num = 6;
        item[0] = {
            transitionName = "sentinel_skull_activate_To_sentinel_skull_idle";
            additionalWaitMs = 250;
        }
        item[1] = {
            transitionName = "sentinel_skull_activate_repeat_To_sentinel_skull_idle_repeat";
            additionalWaitMs = 250;
        }
        item[2] = {
            transitionName = "sentinel_skull_usable_To_sentinel_skull_used";
        }
        item[3] = {
            transitionName = "sentinel_skull_usable_repeat_To_sentinel_skull_used_repeat";
        }
        item[4] = {
            transitionName = "sentinel_skull_used_To_sentinel_skull_idle";
            additionalWaitMs = 250;
        }
        item[5] = {
            transitionName = "sentinel_skull_used_repeat_To_sentinel_skull_idle_repeat";
            additionalWaitMs = 2000;
        }
    }
}
```

```
    }
    }
    animWebDecl = "animweb/interact/skull_switch_sentinel/skull_switch_sentinel_interact";
    }
    touchData = {
        triggerDef = "trigger/interact/use_panel";
    }
    activateTargetsOnUse = false;
    stateColors = {
        num = 6;
        item[0] = {
            color = {
                g = 0.0588235036;
                b = 0.0588235036;
            }
            colorScale = 5;
            state = "sentinel_skull_activate";
        }
        item[1] = {
            color = {
                g = 0.0588235036;
                b = 0.0588235036;
            }
            colorScale = 5;
            state = "sentinel_skull_activate_repeat";
        }
        item[2] = {
            color = {
                r = 0.196078002;
                b = 0.0392156988;
            }
            colorScale = 5;
            state = "sentinel_skull_idle";
        }
        item[3] = {
            color = {
                r = 0.196078002;
                b = 0.0392156988;
            }
        }
    }
}
```

```

    colorScale = 5;
    state = "sentinel_skull_idle_repeat";
}

item[4] = {
    color = {
        r = 0;
        g = 0;
        b = 0;
    }
    colorScale = 0;
    state = "sentinel_skull_used";
}

item[5] = {
    color = {
        g = 0.0588235036;
        b = 0.0588235036;
    }
    colorScale = 5;
    state = "sentinel_skull_used_repeat";
}

activateTargetsOnEndInteraction = true;
thirdPersonInteractionData = {
    thirdPersonInteractionType = "PLAYER_MECHANIC_THIRD_PERSON_INTERACT_TYPE_BUTTON";
}

renderModelInfo = {
    model = "md6def/objects/interact/skull_switch_sentinel/skull_switch_sentinel.md6";
}

spawnPosition = {
    x = 1;
    y = 1;
    z = 1;
}

spawnOrientation = {
    mat = {
        mat[0] = {
            x = 0;
            y = 1;
        }
    }
}

```

```

    mat[1] = {
        x = -1;
        y = 0;
    }
}

targets = { // activates these entities on interact
    hum = 1;
    item[0] = "activate_something_1";
}
}

```

Weapon Mod Bot

```

entity {
    entityDef game_progress_mod_bot_1 {
        inherit = "progress/mod_bot";
        class = "idInteractable_WeaponModBot";
        expandInheritance = false;
        poolCount = 0;
        poolGranularity = 2;
        networkReplicated = true;
        disableAIPooling = false;
        edit = {
            soundOffset = {
                z = 1.29999995;
            }
            saveType = "SGS_GAME_DATA";
            automapPropertiesDecl = "mod_bot";
            renderModelInfo = {
                model = "md6def/objects/interact/mod_bot/mod_bot.md6";
                lightRigDecl = "mod_bot/mod_bot_default";
                contributesToLightProbeGen = false;
                materialRemapRT = {
                    hum = 3;
                    item[0] = {

```

```

    from = "art/pickups/mod_bot/slayer_mod_bot_01";
    to = "art/pickups/mod_bot/slayer_mod_bot_01_rt";
}
item[1] = {
    from = "art/pickups/mod_bot/slayer_modbot_bag_01";
    to = "art/pickups/mod_bot/slayer_modbot_bag_01_rt";
}
item[2] = {
    from = "art/pickups/mod_bot/slayer_mod_bot_01_used";
    to = "art/pickups/mod_bot/slayer_mod_bot_01_used_rt";
}
}
}
clipModelInfo = {
    type = "CLIPMODEL_CYLINDER";
    size = {
        x = 1.5;
        y = 1.5;
        z = 1;
    }
    offset = {
        z = 1.04999995;
    }
    numSides = 8;
}
spawn_statIncreases = {
    num = 1;
    item[0] = {
        stat = "STAT_ITEMS_SPAWNED";
        increase = 1;
    }
}
fxDecl = "gameplay/mod_bot";
interaction = {
    initialState = "interactables/progress/mod_bot/idle_mod";
    animWebDecl = "animweb/interact/mod_bot/mod_bot_interact";
    interactionGraph = "interactables/progress";
    stateData = {
        num = 4;
    }
}

```

```

    item[0] = {
        stateName = "interactables/progress/mod_bot/activate_to_use";
    }
    item[1] = {
        stateName = "interactables/progress/mod_bot/idle_mod";
    }
    item[2] = {
        stateName = "interactables/progress/mod_bot/selection_mod";
    }
    item[3] = {
        stateName = "interactables/progress/mod_bot/used_mod";
        onEnterCodexEntry = "codex/tutorials/mod_station";
        hideMeshOnEnter = {
            hum = 1;
            item[0] = "crate";
        }
    }
    touchData = {
        triggerDef = "trigger/interact/use_panel";
        triggerDefOffset = {
            x = 0.25;
        }
    }
    activateTargetsOnUse = false;
    stateColors = {
        hum = 4;
        item[0] = {
            materialSwapList = {
                hum = 2;
                item[0] = {
                    from = "art/pickups/mod_bot/slayer_mod_bot_01";
                    to = "art/pickups/mod_bot/slayer_mod_bot_01_used";
                }
                item[1] = {
                    from = "art/pickups/mod_bot/slayer_modbot_bag_01";
                    to = "art/pickups/mod_bot/slayer_modbot_bag_01_used";
                }
            }
        }
    }

```

```

    }
    state = "selection_mod";
}

item[1] = {
    materialSwapList = {
        num = 2;
        item[0] = {
            from = "art/pickups/mod_bot/slayer_mod_bot_01_used";
            to = "art/pickups/mod_bot/slayer_mod_bot_01";
        }
        item[1] = {
            from = "art/pickups/mod_bot/slayer_modbot_bag_01_used";
            to = "art/pickups/mod_bot/slayer_modbot_bag_01";
        }
    }
}

state = "idle_mod";
}

item[2] = {
    materialSwapList = {
        num = 2;
        item[0] = {
            from = "art/pickups/mod_bot/slayer_mod_bot_01_used";
            to = "art/pickups/mod_bot/slayer_mod_bot_01";
        }
        item[1] = {
            from = "art/pickups/mod_bot/slayer_modbot_bag_01_used";
            to = "art/pickups/mod_bot/slayer_modbot_bag_01";
        }
    }
}

state = "usable_mod";
}

item[3] = {
    materialSwapList = {
        num = 2;
        item[0] = {
            from = "art/pickups/mod_bot/slayer_mod_bot_01";
            to = "art/pickups/mod_bot/slayer_mod_bot_01_used";
        }
        item[1] = {

```

```

    from = "art/pickups/mod_bot/slayer_modbot_bag_01";
    to = "art/pickups/mod_bot/slayer_modbot_bag_01_used";
}
}
state = "used_mod";
}
}
activateTargetsOnEndInteraction = true;
progressionCategory = "PROGRESSION_CATEGORY_MODBOT";
removeForMasterLevels = true;
thirdPersonInteractionData = {
    thirdPersonInteractionType = "PLAYER_MECHANIC_THIRD_PERSON_INTERACT_TYPE_GENERIC";
    firstPersonSyncEntityForInteractionToPositionOnUse = "interact/mod_bot/mod_bot_sync";
    firstPersonSyncAnimWebPath =
"animweb/interact/mod_bot/mod_bot_syncanimweb/autoSyncAnim/mod_bot";
}
userMustBeInTouchTrigger = true;
useCodex = "codex/tutorials/mod_station";
enterSound = "play_ui_mod_bot_entrance";
spawnPosition = {
    x = 1;
    y = 1;
    z = 1;
}
spawnOrientation = {
    mat = {
        mat[0] = {
            x = 0;
            y = 1;
        }
        mat[1] = {
            x = -1;
            y = 0;
        }
    }
}
dormancy = {
    allowDistanceDormancy = false;
    allowPvsDormancy = false;
}

```

```
}  
}  
}  
}
```

Rune Station

```
entity {  
  entityDef pickups_progress_rune_1 {  
    inherit = "progress/rune";  
    class = "idInteractable_Rune";  
    expandInheritance = false;  
    poolCount = 0;  
    poolGranularity = 2;  
    networkReplicated = true;  
    disableAIPooling = false;  
    edit = {  
      soundOffset = {  
        z = 1;  
      }  
      saveType = "SGS_GAME_DATA";  
      automapPropertiesDecl = "rune";  
      renderModelInfo = {  
        model = "md6def/objects/props/maykr_rune_interact/maykr_rune_interact.md6";  
      }  
      clipModelInfo = {  
        type = "CLIPMODEL_CYLINDER";  
        size = {  
          x = 1.5;  
          y = 1.75;  
          z = 2.5;  
        }  
        offset = {  
          x = -0.600000024;  
        }  
        numSides = 21;  
      }  
      dormancy = {
```

```

[[[playerDistance = 20;
]]
]]
]]fxDecl = "gameplay/rune_pickup";
]]interaction = {
[[[initialState = "interactables/progress/rune/idle_rune";
[[[unuseableState = "interactables/progress/rune/used_rune";
[[[animWebDecl = "animweb/interact/rune/rune_interact";
[[[interactionGraph = "interactables/progress";
[[[stateData = {
[[[[hum = 3;
[[[[item[ 0] = {
[[[[[stateName = "interactables/progress/rune/idle_rune";
[[[[}]
[[[[item[ 1] = {
[[[[[stateName = "interactables/progress/rune/ready_rune";
[[[[}]
[[[[item[ 2] = {
[[[[[stateName = "interactables/progress/rune/used_rune";
[[[[[markForGameUsed = true;
[[[[}]
[[[[}]
[[[transitionData = {
[[[[hum = 3;
[[[[item[ 0] = {
[[[[[transitionName = "open_rune_To_ready_rune";
[[[[[playSoundOnTransition = "play_rune_interact_open";
[[[[}]
[[[[item[ 1] = {
[[[[[transitionName = "closed_rune_To_waiting_rune";
[[[[[playSoundOnTransition = "play_rune_interact_close";
[[[[}]
[[[[item[ 2] = {
[[[[[transitionName = "selection_rune_To_used_rune";
[[[[[playSoundOnTransition = "play_rune_pickup";
[[[[}]
[[[[}]
[[[}]
[[touchData = {
[[[triggerDef = "trigger/interact/progress_rune";

```

```

retouchDelaySec = 250;
}
activateTargetsOnUse = false;
onUseCodexEntry = "codex/tutorials/rune";
stateColors = {
    hum = 3;
    item[0] = {
        materialSwapList = {
            hum = 1;
            item[0] = {
                from = "art/kit/maykr/prop/textures/maykr_rune_static";
                to = "art/kit/maykr/prop/textures/maykr_rune_interact_01";
            }
        }
        state = "ready_rune";
    }
    item[1] = {
        materialSwapList = {
            hum = 1;
            item[0] = {
                from = "art/kit/maykr/prop/textures/maykr_rune_interact_01";
                to = "art/kit/maykr/prop/textures/maykr_rune_static";
            }
        }
        state = "selection_rune";
    }
    item[2] = {
        materialSwapList = {
            hum = 1;
            item[0] = {
                from = "art/kit/maykr/prop/textures/maykr_rune_interact_01";
                to = "art/kit/maykr/prop/textures/maykr_rune_static";
            }
        }
        state = "used_rune";
    }
}
activateTargetsOnEndInteraction = true;
progressionCategory = "PROGRESSION_CATEGORY_RUNE";

```

```

removeForMasterLevels = true;
thirdPersonInteractionData = {
  thirdPersonInteractionType = "PLAYER_MECHANIC_THIRD_PERSON_INTERACT_TYPE_GENERIC";
  firstPersonSyncEntityForInteractionToPositionOnUse = "interact/rune/use_sync";
  firstPersonSyncAnimWebPath = "animweb/interact/rune/use_sync/use_sync/interact";
}
userMustBeInTouchTrigger = true;
spawnPosition = {
  x = 1;
  y = 1;
  z = 1;
}
spawnOrientation = {
  mat = {
    mat[0] = {
      x = 0;
      y = 1;
    }
    mat[1] = {
      x = -1;
      y = 0;
    }
  }
}
}
}

```

Praetor Suit Token

```

entity {
  entityDef game_progress_praetor_token_1 {
    inherit = "progress/praetor_token";
    class = "idInteractable_GiveItems";
    expandInheritance = false;
    poolCount = 0;
    poolGranularity = 2;
    networkReplicated = true;
  }
}

```

```

disableAIPooling = false;
edit = {
    soundOffset = {
        z = 2;
    }
    saveType = "SGS_GAME_DATA";
    automapPropertiesDecl = "praetor_token";
    renderModelInfo = {
        model = "md6def/objects/interact/praetor_suit_token/praetor_suit_token.md6";
        lightRigDecl = "soldier_blaster/soldier_blaster_default";
        materialRemap = {
            num = 6;
            item[ 0] = {
                from = "models/characters/sentinel_knight/sentinel_knight_arm_right";
                to = "models/characters/sentinel_knight/ghost/sentinel_knight_arm_right";
            }
            item[ 1] = {
                from = "models/characters/sentinel_knight/sentinel_knight_base";
                to = "models/characters/sentinel_knight/ghost/sentinel_knight_base";
            }
            item[ 2] = {
                from = "models/characters/sentinel_knight/sentinel_knight_base_arm";
                to = "models/characters/sentinel_knight/ghost/sentinel_knight_base_arm";
            }
            item[ 3] = {
                from = "models/characters/sentinel_knight/sentinel_knight_helmet";
                to = "models/characters/sentinel_knight/ghost/sentinel_knight_helmet";
            }
            item[ 4] = {
                from = "models/characters/sentinel_knight/sentinel_knight_leg_right";
                to = "models/characters/sentinel_knight/ghost/sentinel_knight_leg_right";
            }
            item[ 5] = {
                from = "models/characters/sentinel_knight/sentinel_knight_torso";
                to = "models/characters/sentinel_knight/ghost/sentinel_knight_torso";
            }
        }
    }
    clipModelInfo = {

```

```

type = "CLIPMODEL_CONE";
size = {
    x = 1.5;
    y = 1.5;
    z = 3;
}
numSides = 8;
}
dormancy = {
    playerDistance = 20;
    playerRearwardDistance = 30;
    allowDistanceDormancy = false;
    allowDormancy = false;
    allowPvsDormancy = false;
}
fxDecl = "gameplay/praetor_token_interact";
interaction = {
    initialState = "interactables/progress/praetor/idle_praetor";
    animWebDecl = "animweb/interact/preator_suit_token/preator_suit_token_interact";
    interactionGraph = "interactables/progress";
    stateData = {
        num = 3;
        item[ 0 ] = {
            stateName = "interactables/progress/praetor/activate_praetor";
        }
        item[ 1 ] = {
            stateName = "interactables/progress/praetor/idle_praetor";
            playSoundOnEnter = "play_praetorsuittoken_loop";
        }
        item[ 2 ] = {
            stateName = "interactables/progress/praetor/used_praetor";
            stateStats = {
                num = 1;
                item[ 0 ] = {
                    stat = "STAT_GAINED_FIRST_PRAETOR_TOKEN";
                }
            }
            removeCollisionOnEnter = true;
            hideMeshOnEnter = {

```

```

        hum = 1;
        item[0] = "coin";
    }
}

transitionData = {
    hum = 1;
    item[0] = {
        transitionName = "usable_praetor_To_used_praetor";
        playSoundOnTransition = "stop_praetorsuittoken_loop";
    }
}

touchData = {
    triggerDef = "trigger/interact/use_panel";
}

activateTargetsOnUse = false;
onUseCodexEntry = "codex/tutorials/praetor_suit_perks";
stateColors = {
    hum = 1;
    item[0] = {
        materialSwapList = {
            hum = 6;
            item[0] = {
                from = "models/characters/sentinel_knight/ghost/sentinel_knight_arm_right";
                to = "models/characters/sentinel_knight/ghost/sentinel_knight_arm_right_used";
            }
            item[1] = {
                from = "models/characters/sentinel_knight/ghost/sentinel_knight_base";
                to = "models/characters/sentinel_knight/ghost/sentinel_knight_base_used";
            }
            item[2] = {
                from = "models/characters/sentinel_knight/ghost/sentinel_knight_base_arm";
                to = "models/characters/sentinel_knight/ghost/sentinel_knight_base_arm_used";
            }
            item[3] = {
                from = "models/characters/sentinel_knight/ghost/sentinel_knight_helmet";
                to = "models/characters/sentinel_knight/ghost/sentinel_knight_helmet_used";
            }
        }
    }
}

```

```

        item[ 4] = {
            from = "models/characters/sentinel_knight/ghost/sentinel_knight_leg_right";
            to = "models/characters/sentinel_knight/ghost/sentinel_knight_leg_right_used";
        }
        item[ 5] = {
            from = "models/characters/sentinel_knight/ghost/sentinel_knight_torso";
            to = "models/characters/sentinel_knight/ghost/sentinel_knight_torso_used";
        }
    }
    state = "used_praetor";
}

}

activateTargetsOnEndInteraction = true;
progressionCategory = "PROGRESSION_CATEGORY_ELITE";
useStat = "STAT_SUIT_PAGE_UNLOCKED";
removeForMasterLevels = true;
thirdPersonInteractionData = {
    thirdPersonInteractionType = "PLAYER_MECHANIC_THIRD_PERSON_INTERACT_TYPE_GENERIC";
}
userMustBeInTouchTrigger = true;
currencyList = {
    num = 1;
    item[ 0] = {
        currencyType = "CURRENCY_PRAETOR_UPGRADE";
    }
}

spawnPosition = {
    x = 1;
    y = 1;
    z = 1;
}
spawnOrientation = {
    mat = {
        mat[ 0] = {
            x = 0;
            y = 1;
        }
        mat[ 1] = {
            x = -1;

```

```

    y = 0;
}
}
}
}
}
}
}
}

```

Argent Cell Crystal & Top Destructible

```

entity {
    entityDef game_progress_argent_cell_1 {
        inherit = "progress/argent_cell";
        class = "idInteractable_WorldCache";
        expandInheritance = false;
        poolCount = 0;
        poolGranularity = 2;
        networkReplicated = true;
        disableAIPooling = false;
        edit = {
            saveType = "SGS_GAME_DATA";
            automapPropertiesDecl = "argent_cell";
            renderModelInfo = {
                model = "md6def/objects/interact/argent_cell/argent_cell.md6";
                scale = {
                    x = 1;
                    y = 1;
                    z = 1;
                }
            }
            clipModelInfo = {
                type = "CLIPMODEL_CYLINDER";
                contentsFilter = {
                    monsterClip = false;
                    moveableClip = false;
                    shotClip = false;
                    ikClip = false;
                    opaqueClip = false;
                    allTeamsShotClip = false;

```

```

    {}
    size = {
        x = 1.25;
        y = 1.75;
        z = 2;
    }
    numSides = 8;
}

dormancy = {
    delay = 0;
    distance = 100;
    playerDistance = 120;
    playerRearwardDistance = 80;
    allowPvsDormancy = false;
}

fxDecl = "interact/argentcell/argent_cell_fx";
interaction = {
    initialState = "interactables/progress/argent_cell/idle_argent";
    unuseableState = "interactables/progress/argent_cell/used_argent";
    animWebDecl = "animweb/interact/argent_cell/argent_cell_interact";
    interactionGraph = "interactables/progress";
    stateData = {
        num = 3;
        item[ 0] = {
            stateName = "interactables/progress/argent_cell/activate_argent";
            hideMeshOnEnter = {
                num = 1;
                item[ 0] = "destroyed__2_";
            }
        }
        item[ 1] = {
            stateName = "interactables/progress/argent_cell/idle_argent";
            hideMeshOnEnter = {
                num = 1;
                item[ 0] = "destroyed__2_";
            }
        }
        item[ 2] = {
            stateName = "interactables/progress/argent_cell/used_argent";
            onEnterCodexEntry = "codex/tutorials/argent_cell";

```

```

        markForGameUsed = true;
        hideMeshOnEnter = {
            hum = 1;
            item[0] = "crystal__2_";
        }
        stateActivateList = {
            hum = 1;
            item[0] = "game_destructible_interact_argent_cell_1_1313774949";
        }
    }
    }
    }
    }
    touchData = {
        triggerDef = "trigger/interact/use_panel";
        triggerDefOffset = {
            x = 0.25;
        }
    }
    activateTargetsOnUse = false;
    stateColors = {
        hum = 1;
        item[0] = {
            materialSwapList = {
                hum = 4;
                item[0] = {
                    from = "art/kit/sentinel/prop/argent_cell_bottom";
                    to = "art/kit/sentinel/prop/argent_cell_bottom_used";
                }
                item[1] = {
                    from = "art/kit/sentinel/prop/argent_cell_destroyed";
                    to = "art/kit/sentinel/prop/argent_cell_destroyed_used";
                }
                item[2] = {
                    from = "art/kit/sentinel/prop/argent_cell_bottom_secretpath";
                    to = "art/kit/sentinel/prop/argent_cell_bottom_used";
                }
                item[3] = {
                    from = "art/kit/sentinel/prop/argent_cell_destroyed_secretpath";
                    to = "art/kit/sentinel/prop/argent_cell_destroyed_used";
                }
            }
        }
    }
}

```

```

    }
    state = "used_argent";
}

progressionCategory = "PROGRESSION_CATEGORY_ARGENT";
useStat = "STAT_PROG_AMMO_HEALTH_ARMOR";
removeForMasterLevels = true;
secretMaterial = "art/objects/progression/temp_progression_items_secret";
thirdPersonInteractionData = {
    thirdPersonInteractionType = "PLAYER_MECHANIC_THIRD_PERSON_INTERACT_TYPE_SENTINEL_CRYSTAL";
    thirdPersonSyncEntityForInteractionStartPositionOnUse =
"interact/argent_cell/argent_cell_sync_3p";
    thirdPersonSyncAnimWebPathForStartPositionOnUse =
"animweb/interact/argent_cell/argent_cell_3p/use_sync/interact";
}
userMustBeInTouchTrigger = true;
spawnOrientation = {
    mat = {
        mat[0] = {
            x = 0;
            y = -1;
            z = 0;
        }
        mat[1] = {
            x = 1;
            y = 0;
            z = 0;
        }
        mat[2] = {
            x = 0;
            y = 0;
            z = 1;
        }
    }
}
targets = {
    num = 1;
    item[0] = "game_destructible_interact_argent_cell_1"; // removes the top part of the model
}
spawnPosition = {

```

```

    xxx = 1;
    xyy = 1;
    xzz = 1;
  }
}
}

```

```

entity {
  entityDef game_destructible_interact_argent_cell_1 {
    inherit = "destructible/interact/argent_cell";
    class = "idDestructible";
    expandInheritance = false;
    poolCount = 0;
    poolGranularity = 2;
    networkReplicated = true;
    disableAIPooling = false;
    edit = {
      whenToSave = "SGT_NORMAL";
      flags = {
        skipRenderModelReplication = true;
      }
      saveType = "SGS_GAME_DATA";
      renderModelInfo = {
        model = "art/kit/sentinel/prop/argent_cell_top.lwo";
        scale = {
          xxx = 1;
          xyy = 1;
          xzz = 1;
        }
      }
      clipModelInfo = {
        contentsFilter = {
          playerClip = false;
          monsterClip = false;
          ikClip = false;
          opaqueClip = false;
          allTeamsShotClip = false;
        }
        size = {

```

```

    xxxx = 1;
    xxyy = 1;
    xxyz = 1;
    }
    offset = {
        xz = 1.25;
    }
    numSides = 6;
}
destructible = {
    decl = "destructible/interact/argent_cell";
    idleCommands = {
        hum = 1;
        item[0] = {
            time = 10000;
            command = "IDLE_COMMAND_BECOME_STATIC";
        }
    }
}
effectiveDamageTypes = {
    hum = 1;
    item[0] = "damage/special/no_damage";
}
demonPlayersPassThrough = false;
removeForMasterLevels = true;
spawnPosition = {
    x = 1;
    y = 1;
    z = 1;
}
spawnOrientation = {
    mat = {
        mat[0] = {
            x = 1;
            y = 0;
            z = 0;
        }
        mat[1] = {
            x = 0;
            y = 1;
            z = 0;
        }
    }
}

```

```
    }  
    mat[2] = {  
        x = 0;  
        y = 0;  
        z = 1;  
    }  
}  
}
```

Revision #7

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