idProp2

> An entity that will spawn a pickup or barrel.

Health

```
entity {
	entityDef pickups_pickup_health_large_1 {
	inherit = "pickup/health/large";
	class = "idProp2";
	expandInheritance = false;
	poolCount = 0;
	poolGranularity = 2;
	networkReplicated = true;
	disableAIPooling = false;
	edit = {
		renderModelInfo = {
			model = "art/pickups/health/health_pack_big_a.lwo";
			contributesToLightProbeGen = false;
			ignoreDesaturate = true;
			emissiveScale = 0.5;
			scale = {
				x = 1.75;
				y = 1.75;
				z = 1.75;
			}
		}
		spawn_statIncreases = {
			num = 1;
			item[0] = {
				stat = "STAT_ITEMS_SPAWNED";
				increase = 1;
			}
		}
		equipOnPickup = true;
		lootStyle = "LOOT_TOUCH";
```

```
□□triggerDef = "trigger/props/pickup";
□□isStatic = true;
□□canBePossessed = true;
□□removeFlag = "RMV_CHECKPOINT_ALLOW_MS";
□□difficultyScaleType = "DST_PICKUP";
□□pickup_statIncreases = {
□□□num = 1;
□□□item[0] = {
□□□□stat = "STAT_HEALTH_PICKUP";
□□□□increase = 1;
□□□}
□□}
□□useableComponentDecl = "health/sp_health_large";
□□spawnPosition = {
□□□x = 1;
□□□y = 1;
□□□z = 1;
□□}
□□spawnOrientation = {
□□□mat = {
□□□□mat[0] = {
□□□□□x = 0;
□□□□□y = 1;
□□□□}
□□□□mat[1] = {
□□□□□x = -1;
□□□□□y = 0;
□□□□}
□□□}
□□}
□□dormancy = {
□□□playerDistance = 20;
□□□playerRearwardDistance = 20;
□□}
□}
}
}
```

Armor

```
entity {
	entityDef pickups_pickup_armor_large_1 {
	inherit = "pickup/armor/large";
	class = "idProp2";
	expandInheritance = false;
	poolCount = 0;
	poolGranularity = 2;
	networkReplicated = true;
	disableAIPooling = false;
	edit = {
		renderModelInfo = {
			model = "art/pickups/armor/pickup_armor_01.lwo";
			contributesToLightProbeGen = false;
			ignoreDesaturate = true;
			scale = {
				x = 2;
				y = 2;
				z = 2;
			}
			emissiveScale = 0.5;
		}
		spawn_statIncreases = {
			num = 1;
			item[0] = {
				stat = "STAT_ITEMS_SPAWNED";
				increase = 1;
			}
		}
		equipOnPickup = true;
		lootStyle = "LOOT_TOUCH";
		triggerDef = "trigger/props/armor_large";
		isStatic = true;
		canBePossessed = true;
		removeFlag = "RMV_CHECKPOINT_ALLOW_MS";
		difficultyScaleType = "DST_PICKUP";
		pickup_statIncreases = {
			num = 1;
			item[0] = {
				stat = "STAT_ARMOR_PICKUP";
```

```
□□□□increase = 1;
□□□}
□□}
□□useableComponentDecl = "armor/sp_armor_50";
□□spawnPosition = {
□□□x = 1;
□□□y = 1;
□□□z = 1;
□□}
□□spawnOrientation = {
□□□mat = {
□□□□mat[0] = {
□□□□□x = 0;
□□□□□y = 1;
□□□□}
□□□□mat[1] = {
□□□□□x = -1;
□□□□□y = 0;
□□□□}
□□□}
□□}
□□dormancy = {
□□□playerDistance = 20;
□□□playerRearwardDistance = 20;
□□}
□}
}
}
```

Ammo

```
entity {
□entityDef pickups_pickup_ammo_shells_1 {
□inherit = "pickup/ammo/shells";
□class = "idProp2";
□expandInheritance = false;
□poolCount = 0;
□poolGranularity = 2;
```

```
networkReplicated = false;
disableAIPooling = false;
edit = {
renderModelInfo = {
model = "art/pickups/ammo/ammo_shotgun_01.lwo";
contributesToLightProbeGen = false;
ignoreDesaturate = true;
emissiveScale = 0.2;
scale = {
x = 1.39999998;
y = 1.39999998;
z = 1.39999998;
}
}
spawn_statIncreases = {
num = 1;
item[0] = {
stat = "STAT_ITEMS_SPAWNED";
increase = 1;
}
}
equipOnPickup = false;
lootStyle = "LOOT_TOUCH";
triggerDef = "trigger/props/pickup";
isStatic = false;
canBePossessed = true;
removeFlag = "RMV_CHECKPOINT_ALLOW_MS";
flags = {
canBecomeDormant = true;
}
fxDecl = "pickups/ammo_shotgun";
difficultyScaleType = "DST_PICKUP";
updateFX = true;
pickup_statIncreases = {
num = 2;
item[0] = {
stat = "STAT_AMMO_PICKUP";
increase = 1;
}
```

```
□□□item[1] = {
□□□□stat = "STAT_PLACED_AMMO_PICKUP";
□□□□increase = 1;
□□□}
□□}
□□useableComponentDecl = "propitem/ammo/shotgun_10";
□□spawnPosition = {
□□□x = 1;
□□□y = 1;
□□□z = 1;
□□}
□□spawnOrientation = {
□□□mat = {
□□□□mat[0] = {
□□□□□x = 0;
□□□□□y = 1;
□□□□}
□□□□mat[1] = {
□□□□□x = -1;
□□□□□y = 0;
□□□□}
□□□}
□□}
□□dormancy = {
□□□playerDistance = 20;
□□□playerRearwardDistance = 20;
□□}
□}
}
}
```

Extra Life

```
entity {
□layers {
□□"game/sp/extralives/extralives_many" // the layer prevents it from spawning in Ultra
Nightmare difficulty
□}
```

```
entityDef pickups_pickup_extra_life_extra_life_1 {
inherit = "pickup/extra_life/extra_life_1";
class = "idProp2";
expandInheritance = false;
poolCount = 0;
poolGranularity = 2;
networkReplicated = true;
disableAIPooling = false;
edit = {
whenToSave = "SGT_NORMAL";
saveType = "SGS_GAME_DATA";
removeFlag = "RMV_IMMEDIATE_ALLOW_MS";
automapPropertiesDecl = "extra_life";
renderModelInfo = {
model = "art/pickups/extraLife.lwo";
contributesToLightProbeGen = false;
ignoreDesaturate = true;
scale = {
x = 1.75;
y = 1.75;
z = 1.75;
}
emissiveColor = {
r = 0;
b = 0.68235302;
}
emissiveScale = 1;
}
clipModelInfo = {
type = "CLIPMODEL_BOX";
}
fxDecl = "pickups/ammo_extralife";
physicsAttributes = "lootdrop/health";
useableComponentDecl = "sp_extra_life_1";
thinkComponentDecl = "bobthink";
triggerDef = "trigger/props/pickup_large";
updateFX = true;
canBePossessed = true;
sendNotableItemTelemetryEvent = true;
```

```
□□spawnPosition = {
□□□x = 1;
□□□y = 1;
□□□z = 1;
□□}
□□spawnOrientation = {
□□□mat = {
□□□□mat[0] = {
□□□□□x = 0;
□□□□□y = 1;
□□□□}
□□□□mat[1] = {
□□□□□x = -1;
□□□□□y = 0;
□□□□}
□□□}
□□}
□□flags = {
□□□canBecomeDormant = true;
□□□forcePhysicsUpdate = true;
□□□forceFXThink = true;
□□}
□□bindInfo = {
□□□bindParent = "movers_func_mover_1"; // bind it to an idMover
□□□bindOriented = true;
□□□lockLocalOffset = true;
□□}
□□dormancy = {
□□□playerDistance = 30;
□□□playerRearwardDistance = 30;
□□}
□}
}
}
```

Barrel

```
entity {
	entityDef game_envhazard_barrels_red_1 {
	inherit = "envhazard/barrels/red";
	class = "idProp2";
	expandInheritance = false;
	poolCount = 0;
	poolGranularity = 2;
	networkReplicated = true;
	disableAIPooling = false;
	edit = {
		removeFlag = "RMV_CHECKPOINT_ALLOW_MS";
		flags = {
			forcePhysicsUpdate = true;
			takedamage = true;
		}
		renderModelInfo = {
			model = "art/breakable/barrel/barrel_explode_a.lwo";
		}
		clipModelInfo = {
			type = "CLIPMODEL_CYLINDER";
			contentsFilter = {
				playerClip = false;
			}
			numSides = 10;
		}
		networkSerializeTransforms = true;
		killerNames = {
			num = 1;
			item[0] = "#str_decl_damage_hazard_explosive_barrel_GHOST53200";
		}
		fxDecl = "breakable/barrel_01";
		physicsAttributes = "barrels";
		isStatic = false;
		damageComponentDecl = "barrel/default";
		lootDrop = {
			lootDropDataDecl = "barrels/rune";
		}
		canBePossessed = true;
		spawnPosition = {
```

```
		x = 1;
		y = 1;
		z = 1;
	}
}
}
```

Key Card

```
entity {
	entityDef pickups_keycard_uac_red_1 {
	inherit = "pickup/keycard/uac_red";
	class = "idProp2";
	expandInheritance = false;
	poolCount = 0;
	poolGranularity = 2;
	networkReplicated = true;
	disableAIPooling = false;
	edit = {
		renderModelInfo = {
			model = "art/pickups/keycard_pickup_r.lwo";
			contributesToLightProbeGen = false;
			materialRemap = {
				num = 1;
				item[0] = {
					from = "art/pickups/keycard_r";
					to = "art/pickups/keycard_r_dlc";
				}
			}
			emissiveColor = {
				g = 0.0333333015;
				b = 0;
			}
		}
		spawn_statIncreases = {
			num = 1;
			item[0] = {
				stat = "STAT_ITEMS_SPAWNED";
```

```
□□□□increase = 1;
□□□}
□□}
□□equipOnPickup = true;
□□lootStyle = "LOOT_TOUCH";
□□triggerDef = "trigger/props/progression_small";
□□isStatic = true;
□□canBePossessed = true;
□□whenToSave = "SGT_CHECKPOINT";
□□removeFlag = "RMV_CHECKPOINT_ALLOW_MS";
□□flags = {
□□□canBecomeDormant = true;
□□}
□□clipModelInfo = {
□□□type = "CLIPMODEL_BOX";
□□}
□□useableComponentDecl = "propitem/keycard/uac_red";
□□thinkComponentDecl = "bob_rotate";
□□sendNotableItemTelemetryEvent = true;
□□spawnPosition = {
□□□x = 1;
□□□y = 1;
□□□z = 1;
□□}
□□spawnOrientation = {
□□□mat = {
□□□□mat[0] = {
□□□□□x = 0;
□□□□□y = 1;
□□□□}
□□□□mat[1] = {
□□□□□x = -1;
□□□□□y = 0;
□□□□}
□□□}
□□}
□□fxDecl = "dlc1/e4m1_rig/red_keycard";
□}
}
}
```

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