idTarget_DevLoadoutSwap

> An entity that replaces the Slayer's current loadout with something else.

Usage

```
entity {
    entityDef devinvloadout_swap_1 {
    class = "idTarget_DevLoadoutSwap";
    expandInheritance = false;
    poolCount = 0;
    poolGranularity = 2;
    networkReplicated = false;
    disableAIPooling = false;
    edit = {
        flags = {
            noFlood = true;
        }
        networkSerializeTransforms = false;
        spawnPosition = { // spawn position is not important
            x = 1;
            y = 1;
            z = 1;
        }
        newDevloadout = "devinvloadout/dlc/e5m1_spear"; // replace loadout with e5m1_spear
        clearPrevInventory = true; // remove current inventory before replacing
        count = 1; // only needs to execute once
    }
}
}
```

See Also

- **DevInvLoadout Fundamentals**

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