

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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