idTrigger_GorillaBar

> An entity volume that allows Slayers to swing onto.

Metal A

```
entity {
	entityDef game_interact_vault_pipe_metal_a_1 {
	inherit = "interact/vault/pipe";
	class = "idTrigger_GorillaBar";
	expandInheritance = false;
	poolCount = 0;
	poolGranularity = 2;
	networkReplicated = false;
	disableAIPooling = false;
	edit = {
		removeFlag = "RMV_CHECKPOINT_ALLOW_MS";
		renderModelInfo = {
			model = "art/tile/hell_earth/metal_monkey_bar";
			materialRemap = {
				num = 0;
			}
			scale = {
				x = 1;
				y = 1;
			}
		}
		netRelevancyFlags = "";
		triggerOnce = false;
		triggerOnEnter = true;
		testForValidGrab = true;
		spawnPosition = {
			x = 1;
			y = 1;
			z = 1;
		}
```

```
□□spawnOrientation = {
□□□mat = {
□□□□mat[0] = {
□□□□□x = 0.707107067;
□□□□□y = 0.707106471;
□□□□}
□□□□mat[1] = {
□□□□□x = -0.707106471;
□□□□□y = 0.707107067;
□□□□}
□□□}
□□}
□□clipModelInfo = {
□□□clipModelName = "art/test/monkey_bar_a.lwo";
□□}
□□forceUsingLeftAxisAsForward = false;
□□soundOcclusionBypass = false;
□}
}
}
```

Metal B

```
entity {
□entityDef game_interact_vault_pipe_metal_b_1 {
□inherit = "interact/vault/pipe";
□class = "idTrigger_GorillaBar";
□expandInheritance = false;
□poolCount = 0;
□poolGranularity = 2;
□networkReplicated = false;
□disableAIPooling = false;
□edit = {
□□removeFlag = "RMV_CHECKPOINT_ALLOW_MS";
□□renderModelInfo = {
□□□model = "art/kit/uac/arena/monkey_bar_b.lwo";
□□□materialRemap = {
□□□□num = 0;
```

```
		}
		scale = {
			x = 1;
			y = 1;
		}
		emissiveColor = {
			r = 0.215685993;
			g = 1;
			b = 0.281046003;
		}
		emissiveScale = 3;
	}
	netRelevancyFlags = "";
	triggerOnce = false;
	triggerOnEnter = true;
	testForValidGrab = true;
	spawnPosition = {
		x = 1;
		y = 1;
		z = 1;
	}
	spawnOrientation = {
		mat = {
			mat[0] = {
				x = 0.707107067;
				y = 0.707106471;
			}
			mat[1] = {
				x = -0.707106471;
				y = 0.707107067;
			}
		}
	}
	clipModelInfo = {
		clipModelName = "art/test/monkey_bar_a.lwo";
	}
	forceUsingLeftAxisAsForward = false;
	soundOcclusionBypass = false;
}
```

```
}
}
```

Sentinel A

```
entity {
	entityDef game_interact_vault_pipe_sentinel_a_1 {
	inherit = "interact/vault/pipe";
	class = "idTrigger_GorillaBar";
	expandInheritance = false;
	poolCount = 0;
	poolGranularity = 2;
	networkReplicated = false;
	disableAIPooling = false;
	edit = {
		removeFlag = "RMV_CHECKPOINT_ALLOW_MS";
		renderModelInfo = {
			model = "art/kit/gameplay/monkeyBar_sentinel_a.lwo";
			materialRemap = {
				num = 0;
			}
			scale = {
				x = 1;
				y = 1;
			}
		}
		netRelevancyFlags = "";
		triggerOnce = false;
		triggerOnEnter = true;
		testForValidGrab = true;
		spawnPosition = {
			x = 1;
			y = 1;
			z = 1;
		}
		spawnOrientation = {
			mat = {
				mat[0] = {
```

```
□□□□□x = 0.707107067;
□□□□□y = 0.707106471;
□□□□}
□□□□mat[1] = {
□□□□□x = -0.707106471;
□□□□□y = 0.707107067;
□□□□}
□□□}
□□}
□□clipModelInfo = {
□□□clipModelName = "art/kit/gameplay/monkeyBar_sentinel_a.lwo";
□□}
□□forceUsingLeftAxisAsForward = false;
□□soundOcclusionBypass = false;
□}
}
}
```

Sentinel C

```
entity {
□entityDef game_interact_vault_pipe_sentinel_c_1 {
□inherit = "interact/vault/pipe";
□class = "idTrigger_GorillaBar";
□expandInheritance = false;
□poolCount = 0;
□poolGranularity = 2;
□networkReplicated = false;
□disableAIPooling = false;
□edit = {
□□removeFlag = "RMV_CHECKPOINT_ALLOW_MS";
□□renderModelInfo = {
□□□model = "art/kit/gameplay/monkeybar_sentinel_c.lwo";
□□□materialRemap = {
□□□□num = 0;
□□□}
□□□scale = {
□□□□x = 1;
```

```
□□□□y = 1;
□□□}
□□}
□□netRelevancyFlags = "";
□□triggerOnce = false;
□□triggerOnEnter = true;
□□testForValidGrab = true;
□□spawnPosition = {
□□□x = 1;
□□□y = 1;
□□□z = 1;
□□}
□□spawnOrientation = {
□□□mat = {
□□□□mat[0] = {
□□□□□x = 0.707107067;
□□□□□y = 0.707106471;
□□□□}
□□□□mat[1] = {
□□□□□x = -0.707106471;
□□□□□y = 0.707107067;
□□□□}
□□□}
□□}
□□clipModelInfo = {
□□□clipModelName = "art/kit/gameplay/monkeybar_sentinel_c.lwo";
□□}
□□forceUsingLeftAxisAsForward = false;
□□soundOcclusionBypass = false;
□}
}
}
```

Bone

```
entity {
□entityDef game_interact_vault_bone_1 {
□inherit = "interact/vault/bone";
```

```
□class = "idTrigger_GorillaBar";
□expandInheritance = false;
□poolCount = 0;
□poolGranularity = 2;
□networkReplicated = false;
□disableAIPooling = false;
□edit = {
□□removeFlag = "RMV_CHECKPOINT_ALLOW_MS";
□□renderModelInfo = {
□□□model = "art/kit/gameplay/monkeybar_bone.lwo";
            materialRemap = {
□□□□num = 0;
□□□}
□□□scale = {
□□□□x = 1;
□□□□y = 1;
□□□}
□□}
□□netRelevancyFlags = "";
□□triggerOnce = false;
□□triggerOnEnter = true;
□□testForValidGrab = true;
□□spawnPosition = {
□□□x = 1;
□□□y = 1;
□□□z = 1;
□□}
□□spawnOrientation = {
□□□mat = {
□□□□mat[0] = {
□□□□□x = 0.707107067;
□□□□□y = 0.707106471;
□□□□}
□□□□mat[1] = {
□□□□□x = -0.707106471;
□□□□□y = 0.707107067;
□□□□}
□□□}
□□}
```

```
	clipModelInfo = {
		clipModelName = "art/kit/gameplay/monkeybar_bone.lwo";
	}
	forceUsingLeftAxisAsForward = false;
	soundOcclusionBypass = false;
}
}
}
```

Cultist

```
entity {
entityDef game_interact_vault_bone_cultist_1 {
inherit = "interact/vault/bone";
class = "idTrigger_GorillaBar";
expandInheritance = false;
poolCount = 0;
poolGranularity = 2;
networkReplicated = false;
disableAIPooling = false;
edit = {
	removeFlag = "RMV_CHECKPOINT_ALLOW_MS";
	renderModelInfo = {
		model = "art/kit/gameplay/monkeyBar_cultist_a.lwo";
		materialRemap = {
			num = 0;
		}
		scale = {
			x = 1;
			y = 1;
		}
	}
	netRelevancyFlags = "";
	triggerOnce = false;
	triggerOnEnter = true;
	testForValidGrab = true;
	spawnPosition = {
		x = 1;
```

```
□□□y = 1;
□□□z = 1;
□□}
□□spawnOrientation = {
□□□mat = {
□□□□mat[0] = {
□□□□□x = 0.707107067;
□□□□□y = 0.707106471;
□□□□}
□□□□mat[1] = {
□□□□□x = -0.707106471;
□□□□□y = 0.707107067;
□□□□}
□□□}
□□}
□□clipModelInfo = {
□□□clipModelName = "art/kit/gameplay/monkeyBar_cultist_a.lwo";
□□}
□□forceUsingLeftAxisAsForward = false;
□□soundOcclusionBypass = false;
□}
}
}
```

Maykr

```
entity {
□entityDef game_interact_vault_pipe_maykr_1 {
□inherit = "interact/vault/pipe";
□class = "idTrigger_GorillaBar";
□expandInheritance = false;
□poolCount = 0;
□poolGranularity = 2;
□networkReplicated = false;
□disableAIPooling = false;
□edit = {
□□removeFlag = "RMV_CHECKPOINT_ALLOW_MS";
□□renderModelInfo = {
```

```
□□□model = "art/kit/maykr/interior/arena_navigation_a_swing.lwo";
□□□materialRemap = {
□□□□num = 0;
□□□}
□□□scale = {
□□□□x = 1;
□□□□y = 1;
□□□}
□□□emissiveColor = {
□□□□r = 0.215685993;
□□□□g = 1;
□□□□b = 0.281046003;
□□□}
□□□emissiveScale = 6;
□□}
□□netRelevancyFlags = "";
□□triggerOnce = false;
□□triggerOnEnter = true;
□□testForValidGrab = true;
□□spawnPosition = {
□□□x = 1;
□□□y = 1;
□□□z = 1;
□□}
□□spawnOrientation = {
□□□mat = {
□□□□mat[0] = {
□□□□□x = 0.707107067;
□□□□□y = 0.707106471;
□□□□}
□□□□mat[1] = {
□□□□□x = -0.707106471;
□□□□□y = 0.707107067;
□□□□}
□□□}
□□}
□□clipModelInfo = {
□□□clipModelName = "art/kit/maykr/interior/arena_navigation_a_swing.lwo";
□□}
```

```
□□forceUsingLeftAxisAsForward = false;
□□soundOcclusionBypass = false;
□}
}
}
```

PVP Lazer

```
entity {
□entityDef game_interact_vault_pipe_pvp_lazer_1 {
□inherit = "interact/vault/pipe";
□class = "idTrigger_GorillaBar";
□expandInheritance = false;
□poolCount = 0;
□poolGranularity = 2;
□networkReplicated = false;
□disableAIPooling = false;
□edit = {
□□removeFlag = "RMV_CHECKPOINT_ALLOW_MS";
□□renderModelInfo = {
□□□model = "art/kit/gameplay/monkeyBar_pvpLazer_a.lwo";
□□□materialRemap = {
□□□□num = 0;
□□□}
□□□scale = {
□□□□x = 1;
□□□□y = 1;
□□□}
□□□emissiveColor = {
□□□□r = 0.0588235036;
□□□□g = 0.294117987;
                b = 1;
□□□}
□□□emissiveScale = 4;
□□}
□□netRelevancyFlags = "";
□□triggerOnce = false;
□□triggerOnEnter = true;
□□testForValidGrab = true;
```

```
	spawnPosition = {
		x = 1;
		y = 1;
		z = 1;
	}
	spawnOrientation = {
		mat = {
			mat[0] = {
				x = 0.707107067;
				y = 0.707106471;
			}
			mat[1] = {
				x = -0.707106471;
				y = 0.707107067;
			}
		}
	}
	clipModelInfo = {
		clipModelName = "art/kit/gameplay/monkeyBar_pvpLazer_a.lwo";
	}
	forceUsingLeftAxisAsForward = false;
	soundOcclusionBypass = false;
}
}
}
```

> Some map entities use a materialRemap to remove the render model and instead apply it to a separate **idDynamicEntity**.

> Some monkeybar render model assets are not present in certain levels.

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