

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 = {
          hum = 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 = {
hum = 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 = {
    hum = 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 = {
                    hum = 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.

Revision #14

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