idTrigger_TakeDamage & idTarget_Melee

> An either shootable or punchable trigger activated when it takes damage.

> Assets for both of these types of entities will not be present in all levels. You may need to use assetsinfo to import a level that does, if you wish to use them in levels that originally did not have one.

Generic crosshair-shaped shootable trigger.

```
entity {
	entityDef example_shootable {
	inherit = "func/shootable";
	class = "idTrigger_TakeDamage";
	expandInheritance = false;
	poolCount = 0;
	poolGranularity = 2;
	networkReplicated = false;
	disableAIPooling = false;
	edit = {
		renderModelInfo = {
			model = "art/kit/gameplay/breakable_glow_b.lwo";
			scale = {
				x = 0.528155386;
				y = 0.528155386;
				z = 0.528155386;
			}
		}
		clipModelInfo = {
			type = "CLIPMODEL_BOX";
			size = {
				x = 3.5;
				y = 2;
				z = 3.5;
			}
			offset = {
```

```
□□□□z = -0.899999976;
□□□}
□□}
□□wait = 0;
□□triggerOnce = true;
□□triggerForAllClients = true;
□□playerCanActivate = false;
□□deadAiCanActivate = false;
□□allowZeroDamage = true;
□□soundActivated = "play_shootable_activate";
□□soundReady = "play_shootable_reset";
□□fxDecl = "gameplay/shootable";
□□weaponDamageType = "PLAYER_WEAPON_SHOTGUN_ PLAYER_WEAPON_SHOTGUN_FULL_AUTO_
PLAYER_WEAPON_SHOTGUN_FULL_AUTO_MASTERY_ PLAYER_WEAPON_SHOTGUN_STICKY_BOMB_
PLAYER_WEAPON_DOUBLE_BARRELED_SHOTGUN_ PLAYER_WEAPON_PLASMA_ PLAYER_WEAPON_PLASMA_HEATWAVE_
PLAYER_WEAPON_PLASMA_SUPERCHARGE_ PLAYER_WEAPON_PLASMA_ICE_BOMB_ PLAYER_WEAPON_HAR_
PLAYER_WEAPON_HAR_SCOPE_ PLAYER_WEAPON_HAR_MICROMISSLE_ PLAYER_WEAPON_ROCKETLAUNCHER_
PLAYER_WEAPON_ROCKETLAUNCHER_DETONATE_ PLAYER_WEAPON_ROCKETLAUNCHER_LOCKON_
PLAYER_WEAPON_BALLISTA_ PLAYER_WEAPON_BALLISTA_ARBALEST_ PLAYER_WEAPON_BALLISTA_DESTROYER_
PLAYER_WEAPON_CHAINGUN_ PLAYER_WEAPON_CHAINGUN_TURRET_ PLAYER_WEAPON_CHAINGUN_GATLING_
PLAYER_WEAPON_MEAT_HOOK_NAPALM_ PLAYER_WEAPON_BFG_ PLAYER_WEAPON_FRAG_
PLAYER_WEAPON_FRAG_GRENADE_ PLAYER_WEAPON_FRAG_GRENADE_CLUSTER_ PLAYER_WEAPON_FLAME_BELCH_
PLAYER_WEAPON_FLAME_BELCH_NAPALM_ PLAYER_WEAPON_PISTOL_ PLAYER_WEAPON_PISTOL_HAND_CANNON_
PLAYER_WEAPON_UNMAYKR_ PLAYER_WEAPON_MICROWAVE_MOD_";
□□spawnPosition = {
□□□x = 69.040596;
□□□y = 231.581207;
□□□z = -79.0406036;
□□}
□□spawnOrientation = {
□□□mat = {
□□□□mat[0] = {
□□□□□x = 0;
□□□□□y = 0;
□□□□□z = 0;
□□□□}
□□□□mat[1] = {
□□□□□x = 0;
□□□□□y = 0;
```

```
□□□□□z = 0;
□□□□}
□□□□mat[2] = {
□□□□□x = 0;
□□□□□y = 0;
□□□□□z = 0;
□□□□}
□□□}
□□}
□□targets = {
□□□num = 1;
□□□item[0] = "some_movable_gate";
□□}
□□dormancy = {
□□□allowDormancy = false;
□□□allowPvsDormancy = false;
□□}
□□keepAfterTriggerOnce = true;
□}
}
}
```

Cultist-themed shootable.

```
entity {
□entityDef example_cultist_base_shootable {
□inherit = "func/shootable";
□class = "idTrigger_TakeDamage";
□expandInheritance = false;
□poolCount = 0;
□poolGranularity = 2;
□networkReplicated = false;
□disableAIPooling = false;
□edit = {
□□renderModelInfo = {
□□□model = "art/kit/cultist/prop/shootable_a.lwo";
□□□color = {
□□□□r = 0.282353014;
```

```
□□□□b = 0;
□□□}
□□□colorScale = 3;
□□□emissiveColor = {
□□□□r = 0.282353014;
□□□□b = 0;
□□□}
□□□emissiveScale = 2;
□□}
□□clipModelInfo = {
□□□type = "CLIPMODEL_BOX";
□□□size = {
□□□□x = 2.75;
□□□□y = 1;
□□□□z = 2.75;
□□□}
□□□offset = {
□□□□z = -1.35000002;
□□□}
□□}
□□wait = 4;
□□triggerOnce = true;
□□triggerForAllClients = true;
□□playerCanActivate = false;
□□deadAiCanActivate = false;
□□allowZeroDamage = true;
□□soundActivated = "play_shootable_activate";
□□soundReady = "play_shootable_reset";
□□fxDecl = "gameplay/shootable";
□□weaponDamageType = "PLAYER_WEAPON_SHOTGUN_ PLAYER_WEAPON_SHOTGUN_FULL_AUTO_
PLAYER_WEAPON_SHOTGUN_FULL_AUTO_MASTERY_ PLAYER_WEAPON_SHOTGUN_STICKY_BOMB_
PLAYER_WEAPON_DOUBLE_BARRELED_SHOTGUN_ PLAYER_WEAPON_PLASMA_ PLAYER_WEAPON_PLASMA_HEATWAVE_
PLAYER_WEAPON_PLASMA_SUPERCHARGE_ PLAYER_WEAPON_PLASMA_ICE_BOMB_ PLAYER_WEAPON_HAR_
PLAYER_WEAPON_HAR_SCOPE_ PLAYER_WEAPON_HAR_MICROMISSLE_ PLAYER_WEAPON_ROCKETLAUNCHER_
PLAYER_WEAPON_ROCKETLAUNCHER_DETONATE_ PLAYER_WEAPON_ROCKETLAUNCHER_LOCKON_
PLAYER_WEAPON_BALLISTA_ PLAYER_WEAPON_BALLISTA_ARBALEST_ PLAYER_WEAPON_BALLISTA_DESTROYER_
PLAYER_WEAPON_CHAINGUN_ PLAYER_WEAPON_CHAINGUN_TURRET_ PLAYER_WEAPON_CHAINGUN_GATLING_
PLAYER_WEAPON_MEAT_HOOK_NAPALM_ PLAYER_WEAPON_BFG_ PLAYER_WEAPON_FRAG_
PLAYER_WEAPON_FRAG_GRENADE_ PLAYER_WEAPON_FRAG_GRENADE_CLUSTER_ PLAYER_WEAPON_FLAME_BELCH_
```

```
PLAYER_WEAPON_FLAME_BELCH_NAPALM_ PLAYER_WEAPON_PISTOL_ PLAYER_WEAPON_PISTOL_HAND_CANNON_
PLAYER_WEAPON_UNMAYKR_ PLAYER_WEAPON_MICROWAVE_MOD_";
□□spawnPosition = {
□□□y = 1;
□□□y = 146.950027;
□□□z = 6.25000095;
□□}
□□spawnOrientation = {
□□□mat = {
□□□□mat[0] = {
□□□□□x = 0;
□□□□□y = 0;
□□□□□z = 0;
□□□□}
□□□□mat[1] = {
□□□□□x = 0;
□□□□□y = 0;
□□□□□z = 0;
□□□□}
□□□□mat[2] = {
□□□□□x = 0;
□□□□□y = 0;
□□□□□z = 0;
□□□□}
□□□}
□□}
□□targets = {
□□□num = 1;
□□□item[0] = "example_relay";
□□}
□□keepAfterTriggerOnce = true;
□}
}
}
```

Cultist punchable

```
entity {
□entityDef example_target_melee {
```

```
inherit = "target/melee";
class = "idTarget_Melee";
expandInheritance = false;
poolCount = 0;
poolGranularity = 2;
networkReplicated = true;
disableAIPooling = false;
edit = {
  flags = {
    noFlood = true;
  }
  takesDamageFromDamageTypes = "DAMAGETYPE_DASH";
  targetingDecl = "target_melee";
  spawnPosition = {
    x = 1;
  }
  renderModelInfo = {
    model = "art/kit/cultist/prop/punch_symbol.lwo";
    scale = {
      x = 0.984000;
      y = 0.984000;
      z = 0.984000;
    }
    emissiveScale = 6;
    customLodDistance1 = 50;
    customLodDistance2 = 100;
    customLodDistance3 = 125;
  }
  clipModelInfo = {
    type = "CLIPMODEL_BOX";
    contentsFilter = {
      playerClip = false;
    }
    size = {
      x = 2.20000005;
      y = 0.300000012;
      z = 2.20000005;
    }
    offset = {
      y = -0.300000012;
      z = -1.20000005;
```

```
□□□}
□□□clipModelName = "art/kit/gameplay/breakable_glow_a.lwo";
□□}
□□bindInfo = {
□□□bindParent = "game_punch_block_1847259846";
□□□bindOriented = true;
□□}
□□dormancy = {
□□□allowPvsDormancy = false;
□□}
□□removeOnDamage = false;
□□fxDecl = "gameplay/pushable";
□}
}
}
```

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