

EntityDef/Pickup

Not all pickups can be spawned in every level. They can only be spawned in the levels they normally appear in.
For example, a Mega Health cannot be spawned in Hell on Earth.

Base Campaign

```
pickup/armor/large  
pickup/armor/medium  
pickup/armor/small  
pickup/health/large  
pickup/health/medium  
pickup/health/small  
pickup/powerup/berserk  
pickup/powerup/onslaught  
pickup/powerup/overdrive
```

The Ancient Gods - Part 1

```
pickup/extra_life/extra_life_2up
```

The Ancient Gods - Part 2

```
pickup/ammo/hammer
```

Classic Mode

```
pickup/weapon/bfg  
pickup/weapon/chaingun  
pickup/weapon/crucible  
pickup/weapon/double_barrel  
pickup/weapon/gauss_rifle  
pickup/weapon/hammer
```

pickup/weapon/heavy_cannon
pickup/weapon/plasma_rifle
pickup/weapon/rocket_launcher
pickup/weapon/shotgun

Mission-Specific

pickup/ammo/bfg
pickup/ammo/bullets
pickup/ammo/cells
pickup/ammo/crucible
pickup/ammo/gas
pickup/ammo/rockets_single
pickup/ammo/shells
pickup/extra_life/extra_life_1
pickup/keycard/slayer_key
pickup/keycard/uac_blue
pickup/keycard/uac_red
pickup/keycard/uac_yellow
pickup/blood_punch_refill
pickup/dash_refill
pickup/mega_armor
pickup/mega_health
pickup/rad_suit
pickup/rad_suit_refill
progress/mastery_token_weapon

Cultist Base

pickup/keycard/cultist

Super Gore Nest

pickup/keycard/hell_flesh_blue
pickup/keycard/hell_flesh_red
pickup/keycard/hell_flesh_yellow

UAC Atlantica Facility

`pickup/dive_suit`
`pickup/dive_suit_refill`

Some items cannot be picked-up when spawned by the Meath00k **chrispy** command.

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