

Decls

This chapter contains required and recommended changes to decl files.

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Playable Slayers

Replace Archvile actorModifier to Slayer

gameresources_patch1\generated\decls\actormodifier\actormodifier\pvp\demo\archvile.decl

```
{
  [edit = {
    [displayName = "#str_decl_actormodifier_become_slayer_name_GHOST53519";
    [description = "#str_decl_actormodifier_become_slayer_desc_GHOST53520";
    [entityDef = "player";
    [pvpNormalUpgrades = "slayer/normal_upgrades";
    [pvpPowerUpgrades = "slayer/normal_upgrades";
    [uiSlot = "SLOT_DEMON";
    [uiIcon = "art/ui/pvp_playericons/ico_pvp_players_doomguy_hud";
    [uiIconAlt = "art/ui/pvp_playericons/ico_pvp_players_doomguy_hud_dead";
    [uiIconLarge = "art/ui/pvp_playericons/ico_pvp_players_doomguy";
    [playableCharacter = "slayer";
    [pvpTutorialCvarValue = 4;
  ]
}
```

Slayer entityDef

gameresources_patch1\generated\decls\entitydef\player.decl

```
{
  [class = "idPlayer";
  [networkReplicated = true;
  [disableAIPooling = false;
  [editorVars {
    [rotatable = false;
    [showOrientation = false;
    [showFixedBox = false;
    [skipRenderModelInEditor = false;
    [showInRenderMode = false;
```

```

    placeable = false;
    color = ( 1, 1, 1, 1 );
    size = ( 0, 0, 0 );
    originOffset = ( 0, 0, 0 );
    material = "";
    translucent = false;
    editorName = "";
    description = "";
}

edit = {
    automapPropertiesDecl = "player";
    flags = {
        takedamage = true;
        skipRenderModelReplication = true;
    }
    renderModelInfo = {
        model = "md6def/characters/humans/male/base/doom_marine_3p.md6";
        scale = {
            x = 1;
            y = 1;
            z = 1;
        }
        lightRigDecl = "player/doom_marine_3p";
    }
    clipModelInfo = {
        type = "CLIPMODEL_CYLINDER";
        size = {
            x = 1;
            y = 1;
            z = 1;
        }
        numSides = 6;
    }
    validPlayerKillRecipient = true;
    killerNames = {
        hum = 1;
        item[0] = "#str_decl_damage_self_inflicted_GHOST81048";
    }
    targetingDecl = "player/default";
    fxDecl = "player/player";
}

```

```

    forcedAdditionalSphereContents = "CONTENTS_AIAWARE";
    actorConstants = {
        perception = {
            eyeOffset = {
                z = 1.63800001;
            }
            crouchedEyeOffset = {
                z = 0.610000014;
            }
        }
        actorSounds = {
            sndFootsteps = "play_md6_editor_footstep";
        }
        footstepEffectTable = "impacteffect/footsteps/player";
        footstepEffectTable_Sprint = "impacteffect/footsteps/player_sprint";
        footstepEffectTable_SlowWalk = "impacteffect/footsteps/player_slowwalk";
        footstepEffectTable_CrouchWalk = "impacteffect/footsteps/player_slowwalk";
        footstepEffectTable_Landing = "impacteffect/landings/player";
        footstepEffectTable_HeavyLanding = "impacteffect/landings/player_heavy";
        wallClimbEffectTable_AttachToWall_Left = "impacteffect/wall_climb/wall_climb_attach";
        wallClimbEffectTable_AttachToWall_Right = "impacteffect/wall
        climb/wall_climb_attach_righthand";
        wallClimbEffectTable_JumpOffWall = "impacteffect/wall_climb/wall_climb_jump_off_wall";
        wallClimbEffectTable_ClimbMoving_Left = "impacteffect/wall_climb/wall_climb";
        wallClimbEffectTable_ClimbMoving_Right = "impacteffect/wall_climb/wall_climb";
        monkeyBarEffectTable_Start = "impacteffect/monkey_bar/monkey_bar_on";
        monkeyBarEffectTable_Stop = "impacteffect/monkey_bar/monkey_bar_off";
        weaponFoleyForImpactList = {
            num = 7;
            item[0] = {
                weaponFoleyTable = "impacteffect/weapon_foley_player/chaingun";
                weaponForFoley = "weapon/player/chaingun";
            }
            item[1] = {
                weaponFoleyTable = "impacteffect/weapon_foley_player/shotgun";
                weaponForFoley = "weapon/player/shotgun";
            }
            item[2] = {
                weaponFoleyTable = "impacteffect/weapon_foley_player/super_shotgun";
                weaponForFoley = "weapon/player/double_barrel";
            }
        }
    }
}

```

```

    {}
    item[ 3] = {
        weaponFoleyTable = "impacteffect/weapon_foley_player/plasma";
        weaponForFoly = "weapon/player/plasma_rifle";
    }
    item[ 4] = {
        weaponFoleyTable = "impacteffect/weapon_foley_player/heavy_cannon";
        weaponForFoly = "weapon/player/heavy_cannon";
    }
    item[ 5] = {
        weaponFoleyTable = "impacteffect/weapon_foley_player/rocket_launcher";
        weaponForFoly = "weapon/player/rocket_launcher";
    }
    item[ 6] = {
        weaponFoleyTable = "impacteffect/weapon_foley_player/gauss";
        weaponForFoly = "weapon/player/gauss_rifle";
    }
}

footstepEvents = "footstepevents/default";

waterInteraction = {
    emissionRate = 0.100000001;
}

}

afProperties = {
    articulatedFigure = "human/doom_marine_3p";
}

actorEditable = {
    entityDamageComponent = {
        entityDamage = "entitydamage/player";
    }
    radiusDamageJoints = {
        hum = 4;
        item[ 0] = "head_part01_md";
        item[ 1] = "spine_part04_md";
        item[ 2] = "leg_lower_rt";
        item[ 3] = "leg_lower_lf";
    }
}

factionName = "player";

startingInventory = {

```

```

    num = 11;
    item[0] = {
        inventoryDecl = "weapon/player/shotgun";
    }
    item[1] = {
        inventoryDecl = "weapon/player/rocket_launcher";
    }
    item[2] = {
        inventoryDecl = "weapon/player/chaingun";
    }
    item[3] = {
        inventoryDecl = "weapon/player/double_barrel";
    }
    item[4] = {
        inventoryDecl = "weapon/player/heavy_cannon";
    }
    item[5] = {
        inventoryDecl = "weapon/player/gauss_rifle";
    }
    item[6] = {
        inventoryDecl = "weapon/player/plasma_rifle";
    }
    item[7] = {
        inventoryDecl = "weapon/player/chainsaw";
    }
    item[8] = {
        inventoryDecl = "abilities/enviromentsuit";
    }
    item[9] = {
        inventoryDecl = "abilities/grapplegloves";
    }
    item[10] = {
        inventoryDecl = "jumpboots/base";
    }
}

masterWeaponList = {
    num = 9;
    item[0] = "weapon/player/shotgun";
    item[1] = "weapon/player/double_barrel";
    item[2] = "weapon/player/heavy_cannon";

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    []item[ 3] = "weapon/player/chaingun";
    []item[ 4] = "weapon/player/plasma_rifle";
    []item[ 5] = "weapon/player/gauss_rifle";
    []item[ 6] = "weapon/player/rocket_launcher";
    []item[ 7] = "weapon/player/bfg";
    []item[ 8] = "weapon/player/chainsaw";
}

[]walkIKDecl = "walkik/human_player";

[]inventory = {
    []conversionTable = "base";
    []autoConvertSimpleItems = true;
    []autoConvertComplexItems = true;
}

[]playerAdditiveHandsAnims = {
    []additiveCrouch = "additive/crouch";
    []additiveUncrouch = "additive/uncrouch";
}

[]thirdPersonBodyDefault = "player_tp_body_praetor";
[]thirdPersonBodyPraetor = "player_tp_body_praetor";

[]playableCharacter = "slayer";

[]handsModelDefault = "md6def/player/human/base/praeator.md6";
[]handsModelPraetor = "md6def/player/human/base/praeator.md6";
[]handsModelDefault_D1 = "md6def/player/human/base/praeator_d1.md6";
[]handsModelPraetor_D1 = "md6def/player/human/base/praeator_d1.md6";
[]handsModelDefaultShowHideMeshInfo = {
    []meshesToHide = {
        []hum = 1;
        []item[ 0] = "body";
    }
    []meshesToShow = {
        []hum = 1;
        []item[ 0] = "arms";
    }
}

[]handsModelPraetorShowHideMeshInfo = {
    []meshesToHide = {
        []hum = 1;
        []item[ 0] = "body";
    }
    []meshesToShow = {

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```

    []hum = 2;
    []item[0] = "arm_MESH";
    []item[1] = "knife_base_MESH";
    []
  }
}

[]handsModelDefault_D1ShowHideMeshInfo = {
  []meshesToHide = {
    []hum = 1;
    []item[0] = "body";
    []
  }
  []meshesToShow = {
    []hum = 1;
    []item[0] = "arms";
    []
  }
}

[]handsModelPraetor_D1ShowHideMeshInfo = {
  []meshesToHide = {
    []hum = 1;
    []item[0] = "body";
    []
  }
  []meshesToShow = {
    []hum = 2;
    []item[0] = "arm_MESH";
    []item[1] = "knife_base_MESH";
    []
  }
}

[]thirdPersonModelDefaultShowHideMeshInfo = {
  []meshesToHide = {
    []hum = 1;
    []item[0] = "launcher_low_base";
    []
  }
}

[]handsAnimWeb = "animweb/player/fp_hands";
[]handsAnimWeb_D1 = "animweb/player/fp_hands_d1";
[]handsFX = "player/fp_hands";
[]helmetModel = "md6def/player/human/base/helmet.md6";
[]normalBFG = "weapon/player/bfg";
[]hiddenBFG = "weapon/player/unmaykr";
[]weaponAutoSelectPriorityList = {
  []hum = 8;

```

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    item[0] = "weapon/player/shotgun";
    item[1] = "weapon/player/heavy_cannon";
    item[2] = "weapon/player/plasma_rifle";
    item[3] = "weapon/player/chaingun";
    item[4] = "weapon/player/double_barrel";
    item[5] = "weapon/player/gauss_rifle";
    item[6] = "weapon/player/rocket_launcher";
    item[7] = "weapon/player/chainsaw";
}

handsHitReactionData = {
    animWebDecl = "animweb/player/fp_hands_hit_reactions";
    defaultAnimWebSubWeb = "default";
    defaultAnimWebState = "idle";
    reactions = {
        num = 13;
        item[0] = {
            name = "generic_1";
            animWebState = "generic_1";
            descriptor = {
                anglePerturbDegs = 45;
            }
        }
        item[1] = {
            name = "generic_2";
            animWebState = "generic_2";
            descriptor = {
                anglePerturbDegs = 45;
            }
        }
        item[2] = {
            name = "melee_1";
            animWebState = "melee_1";
            descriptor = {
                type = "HANDSHITREACTION_MELEE";
                allowWeaponAlphaOverride = false;
            }
        }
        item[3] = {
            name = "melee_2";
            animWebState = "melee_2";

```

```

descriptor = {
    type = "HANDSHITREACTION_MELEE";
    allowWeaponAlphaOverride = false;
}

item[ 4] = {
    name = "explosive_1";
    animWebState = "explosive_1";
    descriptor = {
        type = "HANDSHITREACTION_EXPLOSIVE";
        anglePerturbDegs = 45;
        strengthTable = "player/handsanimation/hitdirection/explosive";
        allowWeaponAlphaOverride = false;
    }
}

item[ 5] = {
    name = "explosive_2";
    animWebState = "explosive_2";
    descriptor = {
        type = "HANDSHITREACTION_EXPLOSIVE";
        anglePerturbDegs = 45;
        strengthTable = "player/handsanimation/hitdirection/explosive";
        allowWeaponAlphaOverride = false;
    }
}

item[ 6] = {
    name = "fire_1";
    animWebState = "fire_1";
    descriptor = {
        type = "HANDSHITREACTION_FIRE";
        anglePerturbDegs = 45;
        allowWeaponAlphaOverride = false;
    }
}

item[ 7] = {
    name = "fire_2";
    animWebState = "fire_2";
    descriptor = {
        type = "HANDSHITREACTION_FIRE";
        anglePerturbDegs = 45;

```

```

        allowWeaponAlphaOverride = false;
    }
}

item[ 8] = {
    name = "pushed";
    animWebState = "pushed";
    impactReaction = "pushed_impact";
    descriptor = {
        type = "HANDSHITREACTION_PUSHED";
        anglePerturbDegs = 45;
        allowWeaponAlphaOverride = false;
        movementGraph = "player/handsanimation/hitdirection/pushed";
    }
}

item[ 9] = {
    name = "pushed_impact";
    animWebState = "pushed_impact";
    descriptor = {
        type = "HANDSHITREACTION_NONE";
        allowWeaponAlphaOverride = false;
    }
}

item[ 10] = {
    name = "lunge";
    animWebState = "pushed";
    impactReaction = "lunge_impact";
    descriptor = {
        type = "HANDSHITREACTION_LUNGE";
        allowWeaponAlphaOverride = false;
        movementGraph = "player/handsanimation/hitdirection/pushed";
    }
}

item[ 11] = {
    name = "lunge_impact";
    animWebState = "pushed_impact";
    descriptor = {
        type = "HANDSHITREACTION_NONE";
        allowWeaponAlphaOverride = false;
    }
}

```

```

    item[12] = {
        name = "shotgunner_knockback";
        descriptor = {
            type = "HANDSHITREACTION_SHOTGUNNER_KNOCKBACK";
            allowWeaponAlphaOverride = false;
            movementGraph = "player/handsanimation/hitdirection/shotgunner_knockback";
        }
    }
}

playerBodyReactionData = {
    tpBodyDefaultPath = "player/tp_body/default/idle";
    reactionsBase = {
        num = 34;
        item[0] = {
            name = "blastLarge";
            type = "PLAYER_BODY_REACTION_EXPLOSIVE";
            useAlive = true;
            useDead = true;
            throwsPlayer = true;
            dontUseInWater = true;
            enable = false;
            rangeMax = 4.76300001;
            state_start = {
                name = "blastLarge start";
                tpBodyDestPath = "player/tp_body/default/idle";
                tpBodyViaPath = "player/tp_body/blast/blastLargeFall";
            }
            state_impactGround = {
                name = "blastLarge land";
                tpBodyDestPath = "player/tp_body/default/idle";
                tpBodyViaPath = "player/tp_body/blast/blastLargeLand";
            }
            state_impactGroundDead = {
                name = "blastLarge landDead";
                tpBodyDestPath = "player/tp_body/blast/blastLargeLandDead";
                tpBodyViaPath = "player/tp_body/blast/blastLargeLandDead_into";
            }
            reactionNumDirs = "PLAYER_BODY_REACTION_NUMDIRS_4";
        }
    }
}

```

```

    item[1] = {
        name = "blastLarge2";
        type = "PLAYER_BODY_REACTION_EXPLOSIVE";
        useAlive = true;
        useDead = true;
        throwsPlayer = true;
        dontUseInWater = true;
        enable = false;
        rangeMax = 4.76300001;
        state_start = {
            name = "blastLarge2 start";
            tpBodyDestPath = "player/tp_body/default/idle";
            tpBodyViaPath = "player/tp_body/blast/blastLargeFall";
        }
        state_impactGround = {
            name = "blastLarge2 land";
            tpBodyDestPath = "player/tp_body/default/idle";
            tpBodyViaPath = "player/tp_body/blast/blastLargeLand2";
        }
        state_impactGroundDead = {
            name = "blastLarge2 landDead";
            tpBodyDestPath = "player/tp_body/blast/blastLargeLandDead";
        }
        reactionNumDirs = "PLAYER_BODY_REACTION_NUMDIRS_4";
    }

    item[2] = {
        name = "blastSmall";
        type = "PLAYER_BODY_REACTION_EXPLOSIVE";
        useAlive = true;
        dontUseInWater = true;
        enable = false;
        rangeMax = 9.52500057;
        state_start = {
            name = "blastSmall start";
            tpBodyDestPath = "player/tp_body/default/idle";
            tpBodyViaPath = "player/tp_body/blast/blastSmallFall";
        }
        state_impactGround = {
            name = "blastSmall_land";
            tpBodyDestPath = "player/tp_body/default/idle";

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```
        tpBodyViaPath = "player/tp_body/blast/blastSmallLand";
    }
    reactionNumDirs = "PLAYER_BODY_REACTION_NUMDIRS_4";
}
item[ 3] = {
    name = "blastSmall2";
    type = "PLAYER_BODY_REACTION_EXPLOSIVE";
    useAlive = true;
    dontUseInWater = true;
    enable = false;
    rangeMax = 9.52500057;
    state_start = {
        name = "blast";
        tpBodyDestPath = "player/tp_body/default/idle";
        tpBodyViaPath = "player/tp_body/blast/blast";
    }
    reactionNumDirs = "PLAYER_BODY_REACTION_NUMDIRS_4";
}
item[ 4] = {
    name = "death_generic";
    type = "PLAYER_BODY_REACTION_DEATH";
    useAlive = true;
    useDead = true;
    onGroundOnly = true;
    dontUseInWater = true;
    needsPhysics = true;
    state_start = {
        name = "death_generic";
        tpBodyDestPath = "player/tp_body/deaths/death_generic";
        tpBodyViaPath = "player/tp_body/deaths/death_generic_into";
    }
    reactionNumDirs = "PLAYER_BODY_REACTION_NUMDIRS_4";
    reactionAlignToDir = false;
}
item[ 5] = {
    name = "deadBlast";
    type = "PLAYER_BODY_REACTION_EXPLOSIVE";
    useDead = true;
    throwsPlayer = true;
    dontUseInWater = true;
```

```

enable = false;
state_start = {
    name = "deadBlastLarge start";
    tpBodyDestPath = "player/tp_body/default/idle";
    tpBodyViaPath = "player/tp_body/blast/deadblastLargeFall";
}
state_impactGround = {
    name = "deadblastLarge land";
    tpBodyDestPath = "player/tp_body/blast/deadblastlargeland";
    tpBodyViaPath = "player/tp_body/blast/deadblastlargeland_into";
}
reactionNumDirs = "PLAYER_BODY_REACTION_NUMDIRS_4";
}
item[ 6] = {
    name = "fallDeath";
    type = "PLAYER_BODY_REACTION_FALL";
    useDead = true;
    offGroundOnly = true;
    dontUseInWater = true;
    state_start = {
        name = "fallDeath";
        tpBodyDestPath = "player/tp_body/fall/fallDeath";
        tpBodyViaPath = "player/tp_body/fall/fallDeath_into";
    }
    reactionNumVariations = 6;
    reactionAlignToDir = false;
}
item[ 7] = {
    name = "poisonGasDeath";
    type = "PLAYER_BODY_REACTION_POISON_GAS";
    useDead = true;
    onGroundOnly = true;
    dontUseInWater = true;
    enable = false;
    state_start = {
        name = "poisonGasDeath";
        tpBodyDestPath = "player/tp_body/poisonGas/poisonGasDeath";
        tpBodyViaPath = "player/tp_body/poisonGas/poisonGasDeath_into";
    }
    reactionNumDirs = "PLAYER_BODY_REACTION_NUMDIRS_4";
}

```

```

[ ]reactionAlignToDir = false;
[ ]
[ ]item[ 8] = {
[ ]name = "damage/stumble";
[ ]type = "PLAYER_BODY_REACTION_EXPLOSIVE";
[ ]useAlive = true;
[ ]useDead = true;
[ ]throwsPlayer = true;
[ ]dontUseInWater = true;
[ ]enable = false;
[ ]rangeMin = 4.76300001;
[ ]rangeMax = 9.52500057;
[ ]state_start = {
[ ]name = "stumble start";
[ ]tpBodyDestPath = "player/tp_body/default/idle";
[ ]tpBodyViaPath = "player/tp_body/base/damage/stumble";
[ ]
[ ]state_impactGround = {
[ ]name = "blastLarge land";
[ ]tpBodyDestPath = "player/tp_body/default/idle";
[ ]tpBodyViaPath = "player/tp_body/base/damage/stumble_land";
[ ]
[ ]state_impactGroundDead = {
[ ]name = "stumble death";
[ ]tpBodyDestPath = "player/tp_body/base/damage/knockdown_dead_idle";
[ ]tpBodyViaPath = "player/tp_body/base/damage/knockdown_dead_into";
[ ]
[ ]reactionNumDirs = "PLAYER_BODY_REACTION_NUMDIRS_4";
[ ]
[ ]item[ 9] = {
[ ]name = "damage/knockdown";
[ ]type = "PLAYER_BODY_REACTION_EXPLOSIVE";
[ ]useAlive = true;
[ ]useDead = true;
[ ]throwsPlayer = true;
[ ]dontUseInWater = true;
[ ]needsPhysics = true;
[ ]enable = false;
[ ]rangeMax = 2.43799996;
[ ]state_start = {

```

```

        name = "knockdown start";
        tpBodyDestPath = "player/tp_body/base/default/idle";
        tpBodyViaPath = "player/tp_body/base/damage/knockdown";
    }
    state_impactGround = {
        name = "knockdown land";
        tpBodyDestPath = "player/tp_body/base/default/idle";
        tpBodyViaPath = "player/tp_body/base/damage/knockdown_land";
    }
    state_impactGroundDead = {
        name = "knockdown death";
        tpBodyDestPath = "player/tp_body/base/damage/knockdown_dead_idle";
    }
    reactionNumDirs = "PLAYER_BODY_REACTION_NUMDIRS_4";
}

item[10] = {
    name = "groundPound";
    type = "PLAYER_BODY_REACTION_GROUND_POUND";
    useAlive = true;
    throwsPlayer = true;
    dontUseInWater = true;
    enable = false;
    state_start = {
        name = "groundPound start";
        tpBodyDestPath = "player/tp_body/default/idle";
        tpBodyViaPath = "player/tp_body/groundPound/groundPound";
    }
    reactionAlignToDir = false;
    inhibitView = false;
    pitchConstraintDegs = 89;
    yawConstraintDegs = 45;
}

item[11] = {
    name = "heavyLanding";
    type = "PLAYER_BODY_REACTION_HEAVY_LANDING";
    useAlive = true;
    dontUseInWater = true;
    enable = false;
    state_start = {
        name = "heavyLanding";

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```
        tpBodyDestPath = "player/tp_body/default/idle";
        tpBodyViaPath = "player/tp_body/land/land_heavy";
    }
    reactionAlignToDir = false;
}

item[ 12] = {
    name = "fireDeath";
    type = "PLAYER_BODY_REACTION_FIRE";
    useDead = true;
    onGroundOnly = true;
    dontUseInWater = true;
    needsPhysics = true;
    enable = false;
    state_start = {
        name = "fireDeath";
        tpBodyDestPath = "player/tp_body/deaths/death_fire";
    }
    reactionAlignToDir = false;
}

item[ 13] = {
    name = "gibDeath";
    type = "PLAYER_BODY_REACTION_GIB";
    useDead = true;
    onGroundOnly = true;
    dontUseInWater = true;
    needsPhysics = true;
    enable = false;
    state_start = {
        name = "blastDeath";
        tpBodyDestPath = "player/tp_body/deaths/death_blast";
    }
    reactionAlignToDir = false;
}

item[ 14] = {
    name = "gibDeathEasterEgg";
    type = "PLAYER_BODY_REACTION_GIB";
    useDead = true;
    onGroundOnly = true;
    dontUseInWater = true;
    needsPhysics = true;
```

```

    chanceToOccur = 0;
    enable = false;
    state_start = {
        name = "blastDeathEasterEgg";
        tpBodyDestPath = "player/tp_body/deaths/death_blast_easter_egg";
    }
    reactionAlignToDir = false;
}

item[15] = {
    name = "death_gib_lite";
    type = "PLAYER_BODY_REACTION_GIB_LITE";
    useDead = true;
    onGroundOnly = true;
    dontUseInWater = true;
    needsPhysics = true;
    enable = false;
    state_start = {
        name = "blastDeathLite";
        tpBodyDestPath = "player/tp_body/deaths/death_gib_lite";
    }
    reactionAlignToDir = false;
}

item[16] = {
    name = "gibFalling";
    type = "PLAYER_BODY_REACTION_GIB_FALLING";
    useDead = true;
    offGroundOnly = true;
    dontUseInWater = true;
    needsPhysics = true;
    enable = false;
    state_start = {
        name = "gibFalling";
        tpBodyDestPath = "player/tp_body/deaths/death_air_blast";
    }
    reactionAlignToDir = false;
}

item[17] = {
    name = "massiveMeleeHitDeath";
    type = "PLAYER_BODY_REACTION_MASSIVE_MELEE_HIT";
    useDead = true;

```

```

        onGroundOnly = true;
        dontUseInWater = true;
        needsPhysics = true;
        enable = false;
        state_start = {
            name = "massiveMeleeHitDeath";
            tpBodyDestPath = "player/tp_body/deaths/death_massive_melee_hit";
        }
        reactionAlignToDir = false;
        clipCameraMovement = false;
    }
    item[18] = {
        name = "sliceVerticalDeath";
        type = "PLAYER_BODY_REACTION_SLICE_VERTICAL";
        useDead = true;
        onGroundOnly = true;
        dontUseInWater = true;
        needsPhysics = true;
        enable = false;
        state_start = {
            name = "sliceVerticalDeath";
            tpBodyDestPath = "player/tp_body/deaths/death_slice_vertical";
        }
        reactionAlignToDir = false;
    }
    item[19] = {
        name = "sliceHorizontalDeath";
        type = "PLAYER_BODY_REACTION_SLICE_HORIZONTAL";
        useDead = true;
        onGroundOnly = true;
        dontUseInWater = true;
        needsPhysics = true;
        enable = false;
        state_start = {
            name = "sliceHorizontalDeath";
            tpBodyDestPath = "player/tp_body/deaths/death_slice_horizontal";
        }
        reactionAlignToDir = false;
    }
    item[20] = {

```

```

        name = "death_lava";
        type = "PLAYER_BODY_REACTION_DEATH_LAVA";
        useDead = true;
        enable = false;
        state_start = {
            name = "death_lava";
            tpBodyDestPath = "player/tp_body/deaths/death_lava";
        }
        reactionAlignToDir = false;
    }
    item[ 21] = {
        name = "death_lava_2";
        type = "PLAYER_BODY_REACTION_DEATH_LAVA";
        useDead = true;
        state_start = {
            name = "death_lava_2";
            tpBodyDestPath = "player/tp_body/deaths/death_lava_2";
        }
        reactionAlignToDir = false;
    }
    item[ 22] = {
        name = "airDeath";
        type = "PLAYER_BODY_REACTION_DEATH";
        useDead = true;
        offGroundOnly = true;
        needsPhysics = true;
        state_start = {
            name = "airDeath loop";
            tpBodyDestPath = "player/tp_body/deaths/death_air_loop";
            tpBodyViaPath = "player/tp_body/deaths/death_air_into";
        }
        state_impactGround = {
            name = "airDeath impact";
            tpBodyDestPath = "player/tp_body/deaths/death_air_impact";
        }
        reactionAlignToDir = false;
    }
    item[ 23] = {
        name = "landSlam";
        type = "PLAYER_BODY_REACTION_LAND_SLAM";
    }

```

```

    useAlive = true;
    dontUseInWater = true;
    state_start = {
        name = "landSlam";
        tpBodyDestPath = "player/tp_body/default/idle";
        tpBodyViaPath = "player/tp_body/land/land_slam";
    }
    reactionAlignToDir = false;
}

item[ 24] = {
    name = "landSlamAlt";
    type = "PLAYER_BODY_REACTION_LAND_SLAM_ALT";
    useAlive = true;
    dontUseInWater = true;
    state_start = {
        name = "landSlamAlt";
        tpBodyDestPath = "player/tp_body/default/idle";
        tpBodyViaPath = "player/tp_body/land/land_slam_2019";
    }
    reactionAlignToDir = false;
}

item[ 25] = {
    name = "returnFromHell";
    type = "PLAYER_BODY_REACTION_RETURN_FROM_HELL";
    useAlive = true;
    dontUseInWater = true;
    enable = false;
    state_start = {
        name = "landSlam";
        tpBodyDestPath = "player/tp_body/default/idle";
        tpBodyViaPath = "player/tp_body/return_from_hell/return_from_hell";
    }
    reactionAlignToDir = false;
}

item[ 26] = {
    name = "death_electricity";
    type = "PLAYER_BODY_REACTION_ELECTRICAL";
    useDead = true;
    onGroundOnly = true;
    dontUseInWater = true;

```

```

[ ]needsPhysics = true;
[ ]enable = false;
[ ]state_start = {
[ ]name = "death_electricity";
[ ]tpBodyDestPath = "player/tp_body/deaths/death_electricity";
[ ]}
[ ]reactionAlignToDir = false;
[ ]}
[ ]item[ 27] = {
[ ]name = "death_bite";
[ ]type = "PLAYER_BODY_REACTION_DEATH_BITE";
[ ]useDead = true;
[ ]onGroundOnly = true;
[ ]dontUseInWater = true;
[ ]enable = false;
[ ]state_start = {
[ ]name = "death_bite";
[ ]tpBodyDestPath = "player/tp_body/deaths/death_bite";
[ ]}
[ ]reactionAlignToDir = false;
[ ]}
[ ]item[ 28] = {
[ ]name = "death_acid";
[ ]type = "PLAYER_BODY_REACTION_ACID";
[ ]useDead = true;
[ ]onGroundOnly = true;
[ ]dontUseInWater = true;
[ ]needsPhysics = true;
[ ]enable = false;
[ ]state_start = {
[ ]name = "death_acid";
[ ]tpBodyDestPath = "player/tp_body/deaths/death_acid";
[ ]}
[ ]reactionAlignToDir = false;
[ ]}
[ ]item[ 29] = {
[ ]name = "death_decapitation";
[ ]type = "PLAYER_BODY_REACTION_DEATH_DECAPITATION";
[ ]useDead = true;
[ ]onGroundOnly = true;

```

```
        dontUseInWater = true;
        needsPhysics = true;
        enable = false;
        state_start = {
            name = "death_decapitation";
            tpBodyDestPath = "player/tp_body/base/deaths/death_decapitation";
        }
        reactionAlignToDir = false;
    }
    item[ 30] = {
        name = "death_run_over";
        type = "PLAYER_BODY_REACTION_DEATH_RUN_OVER";
        useDead = true;
        onGroundOnly = true;
        dontUseInWater = true;
        needsPhysics = true;
        enable = false;
        state_start = {
            name = "death_run_over";
            tpBodyDestPath = "player/tp_body/deaths/death_run_over";
        }
        reactionAlignToDir = false;
    }
    item[ 31] = {
        name = "death_hole_in_chest";
        type = "PLAYER_BODY_REACTION_DEATH_HOLE_IN_CHEST";
        useDead = true;
        onGroundOnly = true;
        dontUseInWater = true;
        needsPhysics = true;
        enable = false;
        state_start = {
            name = "death_hole_in_chest";
            tpBodyDestPath = "player/tp_body/deaths/death_hole_in_chest";
        }
        reactionAlignToDir = false;
    }
    item[ 32] = {
        name = "death_argent_arcs";
        type = "PLAYER_BODY_REACTION_DEATH_ARGENT_ARCS";
```

```

    useDead = true;
    onGroundOnly = true;
    dontUseInWater = true;
    needsPhysics = true;
    enable = false;
    state_start = {
        name = "death_argent_arcs";
        tpBodyDestPath = "player/tp_body/deaths/death_argent_arcs";
    }
    reactionAlignToDir = false;
}

item[ 33] = {
    name = "death_xenon";
    type = "PLAYER_BODY_REACTION_DEATH_XENON";
    useDead = true;
    onGroundOnly = true;
    dontUseInWater = true;
    needsPhysics = true;
    enable = false;
    state_start = {
        name = "death_xenon";
        tpBodyDestPath = "player/tp_body/deaths/death_xenon";
    }
    reactionAlignToDir = false;
}

}

ignoreDirectionalDamageInPVP = true;
weaponTargetingHighlightDecl = "highlight_outline";
highlightLOSBoxDecl = "highlight_los_slayer";
allowsSlayerHighlight = true;
doom5Melee = {
    doomBladeDecl = "weapon/player/doomblade";
    meleeIntervalMS = 500;
    meleeProjectile_Forward = "projectile/player/melee_d5_forward";
    meleeProjectile_PowerStrike = "projectile/player/melee_d5_power_strike";
    hitAnimRateScale = 0.75;
    damageFor forwardForMeleeLevel = {
        num = 3;
        item[ 0] = "damage/player/melee_d5_forward";
    }
}

```

```

    item[1] = "damage/player/melee_d5_forward_2";
    item[2] = "damage/player/melee_d5_forward_3";
}

areaEffectDelayMS = 200;

powerStrikeLevels = {
    hum = 1;
    item[0] = {
        chargeLevel = 60;
        chargeLevelSound = "play_power_strike_ready_full";
        damageDecl = "damage/player/melee_d5_power_strike";
        areaEffectDecl = "projectile_ent/player/melee_d5_power_strike_aoe";
    }
}

powerStrikeChargeLevelSoundInterval = 500;
}

syncMelee = {
    syncGroups = {
        hum = 1;
        item[0] = {
            syncInteractions = {
                hum = 1;
                item[0] = "syncdeath/playerdeath/imp/front_armrip";
            }
        }
    }
}

thirdPersonRemoteInstigatorStatusEffect =
"statureffect/pvp/slayer/presentation_gk_invulnerability";

useLights = true;

defaultLightParms = {
    lightDef = "light/sync_point";
    pffset = {
        z = 0.952000022;
    }
    fadeInSec = 0.5;
    fadeOutSec = 0.5;
}

soundParms = {
    startSound = "play_glory_kill_duck";
    endSound = "play_glory_kill_off";
    startSoundBerserk = "play_berserk_kill_duck";
}

```

```

    endSoundBerserk = "play_berserk_kill_off";
    startSoundCrucible = "play_berserk_kill_duck";
    endSoundCrucible = "play_berserk_kill_off";
    fadeInSec = 0.5;
    fadeOutSec = 0.5;
}

}

minWeaponPoints = 7;
minPraetorTokens = 6;
resetCheckpointDeathsWhenShown = false;
resetLevelDeathsWhenShown = false;
humDeathsPerCheckpoint = 99999999;
weaponPointTutorial = "tutorialevent/ingame_tutorial/spend_your_points_wp";
praetorTokenTutorial = "tutorialevent/ingame_tutorial/spend_your_points_pt";
weaponAndPraetorTutorial = "tutorialevent/ingame_tutorial/spend_your_points_wp_pt";
progressionTutorialCodex = "codex/tutorials/progression";
marauderKilledPlayerTutorial = "tutorialevent/ingame_tutorial/weak_point_marauder_death";
tyrantCrucibleDef =
"cineractive/e2m2_base/tyrant_crucible_hammer/tyrant_crucible_hammer_sync";
archvileSyncDef = "cineractive/hammer_trailer/archvile_hammer_sync";
tcamViewShake = "advancedscreenviewshake/trailercam_shake";
uiResources = {
    dossierSuitBackground = "dossier/suit_background";
    emberVideo = "dossier/ember";
    dossierForegroundVideo = "dossier/foreground";
    mainObjectiveVideo = "video/main_objective";
    eolVideo = "dossier/ashforeground";
    grenadeArrow = "textures/guis/hud/interior_damage/indicator_n";
    grenadeIcon = "textures/guis/hud/interior_damage/d_grenade";
}

waterValues = "slayer";
dashItemDecl = "ability_dash";
dodgeStats = {
    initialSpeedDuration = 0.0700000003;
    middleDuration = 0.0799999982;
    slowDownDuration = 0.100000001;
    initialVerticalSpeed = 0.0949999988;
    viewRollScalar = 4;
}

breadCrumbs = {

```

```

    ribbonSplinePath = "spline/path";
    ribbonEffect = "breadcrumb";
    ribbonSamples = 50;
    ribbonInitialHeight = 0.381000012;
}

dashboard = {
    radMeter = {
        decay = {
            decayRate = 1;
        }
        radShieldItemDecl = "map_objects/rad_shield_damage_decreases_shield";
        radShieldItemDecl2 = "map_objects/rad_shield_time_decreases_shield";
        radShieldRechargeItemDecl = "map_objects/rad_suit_refill_shield";
        hazardInfoList = {
            num = 4;
            item[0] = {
                declDamage = "damage/hazard/slime";
                hoDamageTimeWithRadMS = 500;
                meterDecreasePerDamage = 0.100000001;
            }
            item[1] = {
                declDamage = "damage/hazard/water_toxic";
                hoDamageTimeWithRadMS = 500;
                meterDecreasePerDamage = 0.0599999987;
            }
            item[2] = {
                declDamage = "damage/hazard/slime_sac";
                hoDamageTimeWithRadMS = 500;
                meterDecreasePerDamage = 0.0500000007;
            }
            item[3] = {
                declDamage = "damage/hazard/poison_bog";
                hoDamageTimeWithRadMS = 500;
                meterDecreasePerDamage = 0.0799999982;
            }
        }
        fxDecl = "player/hazmat_shield";
        startHazardSoundDecl = "play_rad_suit_lp";
        stopHazardSoundDecl = "play_rad_suit_off";
        meter25PercentSoundDecl = "play_rad_suit_low_warning_loop";
    }
}

```

```

    [uiMeterScale = 100;
    }
    [dashMeter = {
    [maxValue = 100;
    [maxValueSound = "play_dash_recharge";
    [playMaxValueSoundOnInit = false;
    [pipMetering = {
    [maxNumPips = 2;
    }
    [deathBonus = 0;
    [maxValueSoundRechargedFromEmpty = "play_dash_recharge_double";
    }
    [powerStrikeMeter = {
    [maxValue = 100;
    [maxValueSound = "play_power_strike_ready_full";
    [regeneration = {
    [regenRate = 10;
    }
    [debugBar = {
    [x = 0.800000012;
    [y = 0.800000012;
    [width = 0.100000001;
    [height = 0.00749999983;
    [frameColor = {
    [x = 0;
    [y = 0;
    }
    [barColor = {
    [x = 0.75;
    [y = 0.75;
    [z = 0.75;
    }
    }
    }
    [judgementMeter = {
    [maxValue = 3;
    [maxValueSound = "play_power_strike_ready_full";
    [pipMetering = {
    [maxNumPips = 3;
    }
    }

```

```

    regeneration = {
        regenRate = 0.699999988;
    }
    debugBar = {
        x = 0.800000012;
        y = 0.75;
        width = 0.150000006;
        height = 0.0199999996;
        frameColor = {
            x = 0;
            y = 0;
            w = 0.75;
        }
        barColor = {
            x = 0.75;
            y = 0.75;
            z = 0.75;
            w = 0.75;
        }
    }
    decayKillPips = 10;
    decayKillDemonCosts = {
        num = 6;
        item[ 0 ] = {
            monsterType = "AI_MONSTER_CUEBALL";
            value = 0;
        }
        item[ 1 ] = {
            monsterType = "AI_MONSTER_TENTACLE";
            value = 1;
        }
        item[ 2 ] = {
            monsterType = "AI_MONSTER_ZOMBIE_TIER_1 AI_MONSTER_ZOMBIE_TIER_3 AI_MONSTER_IMP
            AI_MONSTER_STONE_IMP AI_MONSTER_GARGOYLE AI_MONSTER_HELL_SOLDIER AI_MONSTER_SHOTGUN_SOLDIER
            AI_MONSTER_LOTSOUL AI_MONSTER_MARAUDER_WOLF";
            value = 1;
        }
        item[ 3 ] = {
            monsterType = "AI_MONSTER_ZOMBIE_MAYKR AI_MONSTER_PROWLER AI_MONSTER_CURSED_PROWLER
            AI_MONSTER_CARCASS";

```

```

        value = 1;
    }
    item[ 4] = {
        monsterType = "AI_MONSTER_HELLKNIGHT AI_MONSTER_DREADKNIGHT AI_MONSTER_PINKY
AI_MONSTER_SPECTRE AI_MONSTER_CACODEMON AI_MONSTER_PAIN_ELEMENTAL AI_MONSTER_MANCUBUS
AI_MONSTER_CYBER_MANCUBUS AI_MONSTER_ARACHNOTRON AI_MONSTER_REVENANT AI_MONSTER_WHIPLASH
AI_MONSTER_BLOOD_ANGEL";
        value = 1;
    }
    item[ 5] = {
        monsterType = "AI_MONSTER_DOOM_HUNTER AI_MONSTER_MARAUDER AI_MONSTER_BARON AI_MONSTER_TYRA
AI_MONSTER_ARCHVILE";
        value = 1;
    }
    useDecayKillDemonCosts = true;
    regenRequiresInactive = true;
}
oxygenMeter = {
    regeneration = {
        regenRate = 2;
    }
    oxygenSuitItemDecl = "map_objects/dive_suit_damage_decreases_oxygen";
    oxygenSuitRechargeItemDecl = "map_objects/dive_suit_refill_oxygen";
    hazardInfoList = {
        num = 4;
        item[ 0] = {
            declDamage = "damage/hazard/water_deep";
            noDamageTimeWithSuitMS = 600;
            meterDecreasePerDamage = 0.0500000007;
        }
        item[ 1] = {
            declDamage = "damage/hazard/water_deep_increased";
            noDamageTimeWithSuitMS = 500;
            meterDecreasePerDamage = 0.100000001;
        }
        item[ 2] = {
            declDamage = "damage/hazard/water_toxic";
            noDamageTimeWithSuitMS = 500;
            meterDecreasePerDamage = 0.0500000007;
        }
    }
}

```

```

    {}
    item[ 3 ] = {
        declDamage = "damage/hazard/water_toxic_increased";
        noDamageTimeWithSuitMS = 500;
        meterDecreasePerDamage = 0.0500000007;
    }
}

fxDecl = "player/hazmat_shield";
meter25PercentSoundDecl = "play_rad_suit_low_warning_loop";
uiMeterScale = 100;
oxygenRegenDelay = {
    value = 2;
}
}

notificationManager = {
    notificationDefs = {
        hum = 88;
        item[ 0 ] = "hud/codex";
        item[ 1 ] = "hud/keycard";
        item[ 2 ] = "hud/objective_update";
        item[ 3 ] = "hud/objective_complete";
        item[ 4 ] = "hud/mod_acquired";
        item[ 5 ] = "hud/rune_acquired";
        item[ 6 ] = "hud/praetor_acquired";
        item[ 7 ] = "hud/weapon_point";
        item[ 8 ] = "hud/collectible_acquired";
        item[ 9 ] = "hud/argentupgrade_acquired";
        item[ 10 ] = "hud/callouts/generic_callout";
        item[ 11 ] = "hud/callouts/round_timer_callout";
        item[ 12 ] = "hud/callouts/ally_used_card";
        item[ 13 ] = "hud/callouts/enemy_used_card";
        item[ 14 ] = "hud/callouts/match_defeat";
        item[ 15 ] = "hud/callouts/match_victory";
        item[ 17 ] = "hud/callouts/round_start";
        item[ 18 ] = "hud/weapon_broken";
        item[ 19 ] = "hud/invasion/incoming_invader";
        item[ 20 ] = "hud/fast_travel";
        item[ 21 ] = "hud/sentinel_armor_activated";
        item[ 22 ] = "hud/sentinel_armor_deactivated";
        item[ 23 ] = "hud/extra_life_activated";
    }
}

```

```
item[ 24] = "hud/extra_life_acquired";
item[ 25] = "hud/secret_found";
item[ 26] = "hud/combat_point";
item[ 27] = "hud/bounty_complete";
item[ 28] = "hud/keycard";
item[ 29] = "hud/slayer_key";
item[ 30] = "hud/slayer_gate";
item[ 31] = "hud/mission_challenge_update";
item[ 32] = "hud/mission_challenge_complete";
item[ 33] = "hud/slayer_encounter";
item[ 34] = "hud/weapon_mastery_challenge_update";
item[ 35] = "hud/sentinel_battery_acquired";
item[ 36] = "hud/slayer_battery";
item[ 37] = "hud/automap";
item[ 38] = "hud/event/mission_complete";
item[ 39] = "hud/event/boss_complete";
item[ 40] = "hud/event/invasion_complete";
item[ 41] = "hud/event/master_level_complete";
item[ 42] = "hud/event/pvp_match_complete";
item[ 43] = "hud/rune_upgrade_token_acquired";
item[ 44] = "hud/bounty_spawned";
item[ 45] = "hud/secret_hint";
item[ 46] = "hud/checkpoint";
item[ 47] = "hud/weapon_mastery";
item[ 48] = "hud/hint";
item[ 49] = "hud/inventory_acquired";
item[ 50] = "hud/rad_suit_acquired";
item[ 51] = "hud/equipment_pickup_acquired";
item[ 52] = "hud/objective_show_last";
item[ 53] = "hud/milestone_complete";
item[ 54] = "hud/season_level_up";
item[ 55] = "hud/slayer_gate_e3";
item[ 56] = "hud/weapon_points";
item[ 57] = "hud/level_up";
item[ 58] = "hud/secret_encounter_found";
item[ 59] = "hud/milestone_complete_silent";
item[ 60] = "hud/upgrade_reminder";
item[ 61] = "hud/secret_encounter_failed";
item[ 62] = "hud/secret_encounter_complete";
item[ 63] = "hud/weapon_mastery_challenge_complete";
```

```

        item[ 64] = "hud/upgrade_reminder_praetor";
        item[ 65] = "hud/objective_pinned";
        item[ 66] = "hud/mission_challenge_intro";
        item[ 67] = "hud/gold_boss_start";
        item[ 68] = "hud/gold_boss_defeated";
        item[ 69] = "hud/extra_life_encounter_complete";
        item[ 70] = "hud/extra_life_encounter_failed";
        item[ 71] = "hud/extra_life_encounter_found";
        item[ 72] = "hud/master_level_start";
        item[ 73] = "hud/slayer_encounter_no_points";
        item[ 74] = "hud/extra_lifed_maxed";
        item[ 75] = "hud/extra_life_acquired_2";
        item[ 76] = "hud/extra_life_acquired_3";
        item[ 77] = "hud/dive_suit_acquired";
        item[ 78] = "hud/secret_encounter_dlc_complete";
        item[ 79] = "hud/secret_encounter_dlc_complete_skin_progress";
        item[ 80] = "hud/secret_encounter_dlc_complete_skin_unlocked";
        item[ 81] = "hud/support_rune_acquired";
        item[ 82] = "hud/player_cursed";
        item[ 83] = "hud/horde/timed_bounty_start";
        item[ 84] = "hud/horde/timed_bounty_completed";
        item[ 85] = "hud/horde/timed_bounty_failed";
        item[ 86] = "hud/horde/state_share_win";
        item[ 87] = "hud/horde/state_share_lose";
    }
}

WeaponManager = {
    masterAllWeapons = "campaign/master_all_weapons";
    requiredMasteredWeapons = {
        num = 8;
        item[ 0] = "campaign/master_ballista";
        item[ 1] = "campaign/master_chaingun";
        item[ 2] = "campaign/master_combat_shotgun";
        item[ 3] = "campaign/master_heavy_cannon";
        item[ 4] = "campaign/master_plasma_rifle";
        item[ 5] = "campaign/master_rocket_launcher";
        item[ 6] = "campaign/master_super_shotgun";
    }
    dossierOrderWeaponList = {
        num = 9;

```

```

        item[ 0] = "weapon/player/shotgun";
        item[ 1] = "weapon/player/heavy_cannon";
        item[ 2] = "weapon/player/plasma_rifle";
        item[ 3] = "weapon/player/rocket_launcher";
        item[ 4] = "weapon/player/double_barrel";
        item[ 5] = "weapon/player/gauss_rifle";
        item[ 6] = "weapon/player/chaingun";
        item[ 7] = "weapon/player/bfg";
        item[ 8] = "weapon/player/unmaykr";
    }
}

runeManager = {
    masterRuneList = {
        hum = 9;
        item[ 0] = "perk/player/runes/glory_kill_speed";
        item[ 1] = "perk/player/runes/glory_kill_dash";
        item[ 2] = "perk/player/runes/speed_boost_on_glory_kill";
        item[ 3] = "perk/player/runes/double_jump_air_control";
        item[ 4] = "perk/player/runes/modify_enemy_stagger_duration";
        item[ 5] = "perk/player/runes/activate_focus_on_death_blow";
        item[ 6] = "perk/player/runes/target_strike";
        item[ 7] = "perk/player/runes/decrease_equipment_recharge";
        item[ 8] = "perk/player/runes/blood_punch_loot_on_damage";
    }
    runePerkGroup = "perkgroups/runes";
    supportRunePerkGroup = "perkgroups/support_runes";
    runeSlotReq = {
        ptr = {
            ptr[ 0] = 1;
            ptr[ 1] = 2;
            ptr[ 2] = 3;
        }
    }
}

suitManager = {
    masterSuitGroup = "perkgroups/suit";
    fundamentals = {
        display = "#str_praetor_fundamentals";
        description = "#str_praetor_fundamentals_desc";
        iconMaterial = "art/ui/dossier/icons/preator_suit/category/fundamentals";
    }
}

```

```

    [suitUpgrades = {
        [hum = 4;
        [item[0] = "perk/player/suit/fundamentals/ledge_grab_speed";
        [item[1] = "perk/player/suit/fundamentals/weapon_change_speed";
        [item[2] = "perk/player/suit/dash/dash_regen_delay";
        [item[3] = "perk/player/suit/dash/dash_gk_restore_dash";
    ]}
    ]}

    [extermination = {
        [index = 1;
        [display = "#str_praetor_extermination";
        [description = "#str_praetor_extermination_desc";
        [iconMaterial = "art/ui/dossier/icons/preator_suit/category/extermination";
        [suitUpgrades = {
            [hum = 4;
            [item[0] = "perk/player/equipment/frag_reduce_cooldown";
            [item[1] = "perk/player/equipment/frag_concussive_blast";
            [item[2] = "perk/player/equipment/frag_max_capacity";
            [item[3] = "perk/player/equipment/frag_cluster_bombs";
        ]}
        ]}

        [selfPreservation = {
            [index = 2;
            [display = "#str_praetor_self_preservation";
            [description = "#str_praetor_self_preservation_desc";
            [iconMaterial = "art/ui/dossier/icons/preator_suit/category/self_preservation";
            [suitUpgrades = {
                [hum = 4;
                [item[0] = "perk/player/suit/self_preservation/reduce_hazard_damage";
                [item[1] = "perk/player/suit/self_preservation/reduce_self_weapon_damage";
                [item[2] = "perk/player/suit/extermination/barrels_respawn";
                [item[3] = "perk/player/suit/extermination/barrels_drop_ammo";
            ]}
            ]}

            [powerups = {
                [index = 3;
                [display = "#str_praetor_powerups";
                [description = "#str_praetor_powerups_desc";
                [iconMaterial = "art/ui/dossier/icons/preator_suit/category/powerups";
                [suitUpgrades = {

```

```

        hum = 4;
        item[0] = "perk/player/equipment/ice_reduce_cooldown";
        item[1] = "perk/player/equipment/ice_extend_duration";
        item[2] = "perk/player/equipment/ice_health_drops";
        item[3] = "perk/player/equipment/ice_melee_shatter";
    }
}

exploration = {
    index = 4;
    display = "#str_praetor_exploration";
    description = "#str_praetor_exploration_desc";
    iconMaterial = "art/ui/dossier/icons/preator_suit/category/navigation";
    suitUpgrades = {
        hum = 4;
        item[0] = "perk/player/suit/exploration/automap_shows_map_station";
        item[1] = "perk/player/suit/exploration/automap_shows_progression_items";
        item[2] = "perk/player/suit/exploration/automap_increased_fog_radius";
        item[3] = "perk/player/suit/exploration/dossier_shows_progression_items";
    }
}

dash = {
    index = 5;
    display = "#str_praetor_dash";
    description = "#str_praetor_dash_desc";
    iconMaterial = "art/ui/dossier/icons/preator_suit/category/dash";
    suitUpgrades = {
        hum = 4;
        item[0] = "perk/player/suit/self_preservation/reduce_hazard_damage";
        item[1] = "perk/player/suit/self_preservation/reduce_self_weapon_damage";
        item[2] = "perk/player/suit/extermination/barrels_respawn";
        item[3] = "perk/player/suit/extermination/barrels_drop_amm";
    }
}

argentCellPerkGroup = "perkgroups/argent_cell";
suitPerkGroup = "perkgroups/suit";
cheatcode = "CHEAT_CODE_TYPE_QUAKECON_MODE";
allAcqTutorial = "tutorialevent/ingame_tutorial/quakecon_mode";
}

unlockableManager = {
    missionChallenges = "missionchallenge/main";
}

```

```

    milestones = "milestonelist/main";
}

statManager = {
    explorationHintOptions = {
        hum = 3;
        item[ 0] = {
            requiredRules = {
                hum = 1;
                item[ 0] = {
                    stat = "STAT_CHALLENGES_COMPLETED";
                    value = 0;
                    operation = "RULE_OPERATION_EQUALS";
                }
            }
        }
        resultDataDecl = "hint/gameplay/mission_challenge";
    }
    item[ 1] = {
        requiredRules = {
            hum = 1;
            item[ 0] = {
                stat = "STAT_SECRETS_FOUND";
                secondStat = "STAT_SECRETS";
                secondStatDuration = "DUR_LEVEL";
                value = 50;
                operation = "RULE_OPERATION_LESS_THAN_PERCENTAGE";
            }
        }
        bonusRules = {
            hum = 1;
            item[ 0] = {
                stat = "STAT_SECRETS_FOUND";
                secondStat = "STAT_SECRETS";
                secondStatDuration = "DUR_LEVEL";
                value = 25;
                operation = "RULE_OPERATION_LESS_THAN_PERCENTAGE";
            }
        }
        resultDataDecl = "hint/exploration/secrets";
    }
    item[ 2] = {

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```

        requiredRules = {
            hum = 1;
            item[ 0] = {
                stat = "STAT_SLAYER_GATE_USED";
                statDuration = "DUR_GAME";
                value = 0;
                operation = "RULE_OPERATION_EQUALS";
            }
        }
        resultDataDecl = "hint/exploration/slayer_gate";
    }
}

combatHintOptions = {
    hum = 25;
    item[ 0] = {
        requiredRules = {
            hum = 1;
            item[ 0] = {
                stat = "STAT_REVENANT_KILLED";
                statDuration = "DUR_GAME";
                value = 0;
                operation = "RULE_OPERATION_GREATER_THAN_VALUE";
            }
        }
        resultDataDecl = "hint/combat/revenant";
    }
    item[ 1] = {
        requiredRules = {
            hum = 1;
            item[ 0] = {
                stat = "STAT_HELL_MARINE_KILLED";
                statDuration = "DUR_GAME";
                value = 0;
                operation = "RULE_OPERATION_GREATER_THAN_VALUE";
            }
        }
        resultDataDecl = "hint/combat/soldier_blaster";
    }
    item[ 2] = {
        requiredRules = {

```

```

        hum = 1;
        item[ 0] = {
            stat = "STAT_PINKY_KILLED";
            statDuration = "DUR_GAME";
            value = 0;
            operation = "RULE_OPERATION_GREATER_THAN_VALUE";
        }
    }

    resultDataDecl = "hint/combat/pinky";
}

item[ 3] = {
    requiredRules = {
        hum = 1;
        item[ 0] = {
            stat = "STAT_BARON_KILLED";
            statDuration = "DUR_GAME";
            value = 0;
            operation = "RULE_OPERATION_GREATER_THAN_VALUE";
        }
    }

    resultDataDecl = "hint/combat/baron";
}

item[ 4] = {
    requiredRules = {
        hum = 1;
        item[ 0] = {
            stat = "STAT_CACODEMON_KILLED";
            statDuration = "DUR_GAME";
            value = 0;
            operation = "RULE_OPERATION_GREATER_THAN_VALUE";
        }
    }

    resultDataDecl = "hint/combat/cacodemon";
}

item[ 5] = {
    requiredRules = {
        hum = 1;
        item[ 0] = {
            stat = "STAT_MANCUBUS_KILLED";
            statDuration = "DUR_GAME";

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        value = 0;
        operation = "RULE_OPERATION_GREATER_THAN_VALUE";
    }
}

resultDataDecl = "hint/combat/mancubus_fire";
}

item[ 6] = {
    requiredRules = {
        num = 1;
        item[ 0] = {
            stat = "STAT_LOST_SOUL_KILLED";
            statDuration = "DUR_GAME";
            value = 0;
            operation = "RULE_OPERATION_GREATER_THAN_VALUE";
        }
    }
    resultDataDecl = "hint/combat/lost_soul";
}

item[ 7] = {
    requiredRules = {
        num = 1;
        item[ 0] = {
            stat = "STAT_HELL_SHOTGUNNER_KILLED";
            statDuration = "DUR_GAME";
            value = 0;
            operation = "RULE_OPERATION_GREATER_THAN_VALUE";
        }
    }
    resultDataDecl = "hint/combat/soldier_shield";
}

item[ 8] = {
    requiredRules = {
        num = 1;
        item[ 0] = {
            stat = "STAT_WEAPON_SHOTGUN_DAMAGE";
            statDuration = "DUR_GAME";
            value = 0;
            operation = "RULE_OPERATION_GREATER_THAN_VALUE";
        }
    }
}

```

```

        resultDataDecl = "hint/combat/shotgun";
    }
    item[ 9] = {
        requiredRules = {
            hum = 1;
            item[ 0] = {
                stat = "STAT_WEAPON_DBL_SHOTGUN_DAMAGE";
                statDuration = "DUR_GAME";
                value = 0;
                operation = "RULE_OPERATION_GREATER_THAN_VALUE";
            }
        }
    }
    resultDataDecl = "hint/combat/double_barrel";
    }
    item[ 10] = {
        requiredRules = {
            hum = 1;
            item[ 0] = {
                stat = "STAT_WEAPON_ASS_RIFLE_DAMAGE";
                statDuration = "DUR_GAME";
                value = 0;
                operation = "RULE_OPERATION_GREATER_THAN_VALUE";
            }
        }
    }
    resultDataDecl = "hint/combat/heavy_cannon";
    }
    item[ 11] = {
        requiredRules = {
            hum = 1;
            item[ 0] = {
                stat = "STAT_WEAPON_PLASM_RIFLE_DAMAGE";
                statDuration = "DUR_GAME";
                value = 0;
                operation = "RULE_OPERATION_GREATER_THAN_VALUE";
            }
        }
    }
    resultDataDecl = "hint/combat/plasma_rifle";
    }
    item[ 12] = {
        requiredRules = {

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```

        hum = 1;
        item[ 0] = {
            stat = "STAT_WEAPON_ROCKET_LAUNCHER_KILLS";
            statDuration = "DUR_GAME";
            value = 0;
            operation = "RULE_OPERATION_GREATER_THAN_VALUE";
        }
    }

    resultDataDecl = "hint/combat/rocket_launcher";
}

item[ 13] = {
    requiredRules = {
        hum = 1;
        item[ 0] = {
            stat = "STAT_WEAPON_CHAINGUN_KILLS";
            statDuration = "DUR_GAME";
            value = 0;
            operation = "RULE_OPERATION_GREATER_THAN_VALUE";
        }
    }

    resultDataDecl = "hint/combat/chaingun";
}

item[ 14] = {
    requiredRules = {
        hum = 1;
        item[ 0] = {
            stat = "STAT_WEAPON_GAUSS_KILLS";
            statDuration = "DUR_GAME";
            value = 0;
            operation = "RULE_OPERATION_GREATER_THAN_VALUE";
        }
    }

    resultDataDecl = "hint/combat/gauss_rifle";
}

item[ 15] = {
    requiredRules = {
        hum = 1;
        item[ 0] = {
            stat = "STAT_WEAPON_BFG_KILLS";
            statDuration = "DUR_GAME";

```

```

        value = 0;
        operation = "RULE_OPERATION_GREATER_THAN_VALUE";
    }
}

resultDataDecl = "hint/combat/bfg";
}

item[16] = {
    requiredRules = {
        num = 1;
        item[0] = {
            stat = "STAT_WEAPON_CHAINSAW_KILLS";
            statDuration = "DUR_GAME";
            value = 0;
            operation = "RULE_OPERATION_GREATER_THAN_VALUE";
        }
    }
    resultDataDecl = "hint/combat/chainsaw";
}

item[17] = {
    requiredRules = {
        num = 1;
        item[0] = {
            stat = "STAT_SHOTGUN_FULL_AUTO_EARNED";
            statDuration = "DUR_GAME";
            value = 0;
            operation = "RULE_OPERATION_GREATER_THAN_VALUE";
        }
    }
    resultDataDecl = "hint/combat/shotgun_full_auto";
}

item[18] = {
    requiredRules = {
        num = 1;
        item[0] = {
            stat = "STAT_SHOTGUN_STICKY_BOMB_EARNED";
            statDuration = "DUR_GAME";
            value = 0;
            operation = "RULE_OPERATION_GREATER_THAN_VALUE";
        }
    }
}

```

```

        resultDataDecl = "hint/combat/shotgun_pop_rockets";
    }

    item[ 19] = {
        requiredRules = {
            hum = 1;
            item[ 0] = {
                stat = "STAT_HAR_SCOPE_EARNED";
                statDuration = "DUR_GAME";
                value = 0;
                operation = "RULE_OPERATION_GREATER_THAN_VALUE";
            }
        }
    }

    resultDataDecl = "hint/combat/heavy_cannon_bolt_action";
    }

    item[ 20] = {
        requiredRules = {
            hum = 1;
            item[ 0] = {
                stat = "STAT_HAR_MICROMISSILE_EARNED";
                statDuration = "DUR_GAME";
                value = 0;
                operation = "RULE_OPERATION_GREATER_THAN_VALUE";
            }
        }
    }

    resultDataDecl = "hint/combat/heavy_cannon_burst_detonate";
    }

    item[ 21] = {
        requiredRules = {
            hum = 1;
            item[ 0] = {
                stat = "STAT_CHAINGUN_TURRET_EARNED";
                statDuration = "DUR_GAME";
                value = 0;
                operation = "RULE_OPERATION_GREATER_THAN_VALUE";
            }
        }
    }

    resultDataDecl = "hint/combat/chaingun_turret";
    }

    item[ 22] = {
        requiredRules = {

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```

        hum = 1;
        item[ 0] = {
            stat = "STAT_PLASMA_HEATWAVE_EARNED";
            statDuration = "DUR_GAME";
            value = 0;
            operation = "RULE_OPERATION_GREATER_THAN_VALUE";
        }
    }
    resultDataDecl = "hint/combat/plasma_rifle_aoe";
}

    item[ 23] = {
        requiredRules = {
            hum = 1;
            item[ 0] = {
                stat = "STAT_ROCKET_LAUNCHER_DETONATE_EARNED";
                statDuration = "DUR_GAME";
                value = 0;
                operation = "RULE_OPERATION_GREATER_THAN_VALUE";
            }
        }
        resultDataDecl = "hint/combat/rocket_launcher_detonate";
    }

    item[ 24] = {
        requiredRules = {
            hum = 1;
            item[ 0] = {
                stat = "STAT_ROCKET_LAUNCHER_LOCKON_EARNED";
                statDuration = "DUR_GAME";
                value = 0;
                operation = "RULE_OPERATION_GREATER_THAN_VALUE";
            }
        }
        resultDataDecl = "hint/combat/rocket_launcher_lock_mod";
    }
}

collectibleManager = {
    collectibleGroupUIData = "collectiblecategorydata";
}

uiWalkthroughManager = {

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```

walkthroughTutorials = {
    praetorSuitTutorial = "uiwalkthrough_praetorsuit";
    modBotTutorial = "uiwalkthrough_modbot";
    argentCellTutorial = "uiwalkthrough_argentcell";
    runeTutorial = "uiwalkthrough_runes";
    runeTutorialInteractState = "used_rune";
    supportRuneTutorial = "uiwalkthrough_supportrunes";
}

soundPackManager = {
    soundPacks = {
        hum = 1;
        item[ 0 ] = "classic_doomguy_sounds";
    }
}

scoreManager = {
    rubric = "horde";
}

violenceKillEvents = {
    hum = 18;
    item[ 0 ] = "violenceevent/weapon_mastery/shotgun/full_auto_kill_pinky";
    item[ 1 ] = "violenceevent/weapon_mastery/rocket_launcher/lock_on_kill_prowler";
    item[ 2 ] = "violenceevent/weapon_mastery/heavy_cannon/piercing_bolt_headshot";
    item[ 3 ] = "violenceevent/weapon_mastery/ballista/arbalest_kill_cacodemons";
    item[ 4 ] = "violenceevent/weapon_mastery/ballista/destroyer_kill_n_in_one_shot";
    item[ 5 ] = "violenceevent/weapon_mastery/chaingun/mobile_turret_kill_n_in_one_deployment";
    item[ 6 ] = "violenceevent/weapon_mastery/plasma_rifle/heat_blast_kill_n_in_one_shot";
    item[ 7 ] = "violenceevent/mission_challenge/bfg_kill_doom_hunter";
    item[ 8 ] = "violenceevent/mission_challenge/chapel_of_ghouls";
    item[ 9 ] = "violenceevent/mission_challenge/balls_to_the_wall";
    item[ 10 ] = "violenceevent/mission_challenge/master_of_puppets";
    item[ 11 ] = "violenceevent/weapon_mastery/plasma_rifle/microwave_kill_n_in_one_shot";
    item[ 12 ] = "violenceevent/mission_challenge/bonded_by_blood";
    item[ 13 ] = "violenceevent/mission_challenge/external_combustion";
    item[ 14 ] = "violenceevent/mission_challenge/hammer_smashed_face";
    item[ 15 ] = "violenceevent/mission_challenge/kill_n_demons_with_one_frag";
    item[ 16 ] = "violenceevent/mission_challenge/angel_of_death";
    item[ 17 ] = "violenceevent/pvp/timeout";
}

violenceHitEvents = {

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```

    num = 8;
    item[0] = "violenceevent/weapon_mastery/heavy_cannon/micro_missile_kill_n_demons";
    item[1] = "violenceevent/mission_challenge/through_the_fire_and_flames";
    item[2] = "violenceevent/dash_into_pinky";
    item[3] = "violenceevent/pvp/fire_starter";
    item[4] = "violenceevent/pvp/ignition";
    item[5] = "violenceevent/pvp/wolf_master";
    item[6] = "violenceevent/pvp/dodge_this";
    item[7] = "violenceevent/pvp/punch_drunk";
}

}

playerProps = "player/default";
playerMechanicLedgeGrab = {
    animAliases = {
        ledgePullUp = "ledgeGrab/ledgePullUp";
        ledgePullUpMantle = "ledgeGrab/ledgePullUpMantle";
        ledgePullUpRounded = "ledgeGrab/ledgePullUpRounded";
        ledgePullUpMantleRounded = "ledgeGrab/ledgePullUpMantleRounded";
        ledgePullUpAngled = "ledgeGrab/ledgePullUpAngled";
        ledgePullUpMantleAngled = "ledgeGrab/ledgePullUpMantleAngled";
        ledgeClimbUp = "ledgeGrab/ledgeClimbUp";
        ledgeClimbUpMantle = "ledgeGrab/ledgeClimbUpMantle";
        railingPullUp = "ledgeGrab/railingPullUp";
        railingPullUpMantle = "ledgeGrab/railingPullUpMantle";
    }
    thirdPersonAnimIndex = {
        ledgePullUpMantle = 1;
        ledgePullUpMantleRounded = 1;
        ledgePullUpMantleAngled = 1;
        ledgeClimbUp = 4;
        ledgeClimbUpMantle = 5;
        railingPullUp = 2;
        railingPullUpMantle = 3;
    }
}

playerMechanicWallGrab = {
    initiateMaxAngle = 115;
    maxDeltaYaw = 115;
    constrainedViewAnglesRate = 250;
    speedNormal = 12.3820009;
}

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```

    $$$speedSprint = 12.3820009;
    $$$speedDismountPerp = 5.71500015;
    $$$speedDismountUp = 5.90500021;
    $$$speedDismountFwd = 9.52500057;
    $$$sound_mount = "player/foley/wallgrab/player_foley_wallgrab_mount";
    $$$sound_move = "player/foley/wallgrab/player_foley_wallgrab_move";
    $$$sound_dismount = "player/foley/wallgrab/player_foley_wallgrab_dismount";
    $$}

    $playerMechanicWallClimb = {
        $$$anim = {
            $$$climb_up_cycle_right = "wall_climb/climb_up_cycle_right";
            $$$climb_up_cycle_left = "wall_climb/climb_up_cycle_left";
            $$$climb_down_cycle_right = "wall_climb/climb_down_cycle_right";
            $$$climb_down_cycle_left = "wall_climb/climb_down_cycle_left";
            $$$climb_right_cycle = "wall_climb/climb_right_cycle";
            $$$climb_left_cycle = "wall_climb/climb_left_cycle";
            $$$climb_into_up_right = "wall_climb/climb_up_into_right";
            $$$climb_into_up_left = "wall_climb/climb_up_into_left";
            $$$climb_into_down_right = "wall_climb/climb_down_into_right";
            $$$climb_into_down_left = "wall_climb/climb_down_into_left";
            $$$climb_into_right = "wall_climb/climb_right_into";
            $$$climb_into_left = "wall_climb/climb_left_into";
            $$$climb_out_up_right = "wall_climb/climb_up_out_right";
            $$$climb_out_up_left = "wall_climb/climb_up_out_left";
            $$$climb_out_down_right = "wall_climb/climb_down_out_right";
            $$$climb_out_down_left = "wall_climb/climb_down_out_left";
            $$$climb_out_right = "wall_climb/climb_right_out";
            $$$climb_out_left = "wall_climb/climb_left_out";
            $$$climb_out_right_mid = "wall_climb/climb_left_out_mid";
            $$$climb_out_left_mid = "wall_climb/climb_right_out_mid";
            $$$idle = "wall_climb/idle";
            $$$to_pointing = "wall_climb/climb_to_pointing";
            $$$from_pointing = "wall_climb/climb_from_pointing";
            $$$mount_air = "wall_climb/mount_air";
            $$$mount_ground = "wall_climb/mount_ground";
            $$$look_left = "wall_climb/look_left";
            $$$look_left_up_45 = "wall_climb/look_left_up_45";
            $$$look_left_up_90 = "wall_climb/look_left_up_90";
            $$$look_right = "wall_climb/look_right";
            $$$look_right_up_45 = "wall_climb/look_right_up_45";

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    look_right_up_90 = "wall_climb/look_right_up_90";
    look_right_idle = "wall_climb/look_right_idle";
    look_left_idle = "wall_climb/look_left_idle";
}

globalTraceDistance = 10;
viewPitchTable = "wall_climb_view_pitch";
verticalMoveTable = "wall_climb_slowmove";
horizontalMoveTable = "wall_climb_horizontalmove";
attachToWallSoundDecl = "play_climb_hit";
jumpOffWallSoundDecl = "play_climb_off";
removeHandFromWallSoundDecl = "play_climb_hand";
attachHandToWallSoundDecl = "play_climb_hand_wall";
distanceToWallToActivate = 7.5;
startMoveDelaySec = 0;
slowMoveDelayBetweenSec = 0;
initialMovementDelaySec = 0.300000012;
maxDeltaYawViewAngle = 220;
goalSpeedVerticalAccelRate = 3;
goalSpeedHorizontalAccelRate = 5;
goalSpeedVerticalJumpAccelRate = 5;
goalSpeedHorizontalJumpAccelRate = 5;
goalSpeedVerticalDecelRate = 5;
goalSpeedHorizontalDecelRate = 5;
jumpToWallSpeed = 40;
overdriveDecl = "statuseffect/overdrive";
wallClimbText = "#str_climb_wall";
}

playerMechanicGorillaBarJump = {
    swingAnimation = "monkeyBar/grab";
    maxLookAngleFromBar = 90;
    screenShakeDecl = "advancedscreenviewshake/monkey_bar";
}

playerMechanicInteract = {
    animData = {
        interactAnimDatas = {
            num = 3;
            item[ 0 ] = {
                type = "PLAYER_MECHANIC_THIRD_PERSON_INTERACT_TYPE_GENERIC";
            }
            item[ 1 ] = {

```

```

    type = "PLAYER_MECHANIC_THIRD_PERSON_INTERACT_TYPE_SENTINEL_CRYSTAL";
    animIndex = 1;
}
item[2] = {
    type = "PLAYER_MECHANIC_THIRD_PERSON_INTERACT_TYPE_BUTTON";
    animIndex = 2;
    putroAnimIndex = 1;
}
}
}
}
statusEffect = "statuseffect/invasion/slayer/interact_invulnerability";
}
playerAbilityFuelRate = 3;
playerHealth = {
    components = {
        components[0] = {
            regenInterval = {
                value = 0.02999999993;
            }
            regenDelay = {
                value = 12;
            }
        }
        components[1] = {
            max = {
                defaultValue = 50;
            }
            drainLimit = 50;
            starting = {
                defaultValue = 0;
            }
            regenInterval = {
                value = 0.02999999993;
            }
            regenDelay = {
                value = 12;
            }
        }
    }
}
}
}
}
}

```

```

energyShellDecl = "pickup/energy_shell";
energyShellDeclMP = "pickup/energy_shell_mp";
playerHealthRTPC = "player_health";
soundResetStates = {
    num = 3;
    item[0] = "swimming/none";
    item[1] = "cinematic/none";
    item[2] = "curse/none";
}
goreComponent = {
    goreContainer = "player";
}
damageScaleTableComponent = {
    list = {
        num = 7;
        item[0] = {
            declDamage = "damage/special/ability_dash";
            declTable = "player/damage_volume_test";
        }
        item[1] = {
            declDamage = "damage/hazard/bio";
            declTable = "player/bio_hazard_damage";
        }
        item[2] = {
            declDamage = "damage/hazard/lava";
            declTable = "player/lava_hazard_damage";
        }
        item[3] = {
            declDamage = "damage/hazard/slime";
            declTable = "player/slime_hazard_damage";
            resetTableOnExitTimeMS = 2000;
        }
        item[4] = {
            declDamage = "damage/hazard/water_toxic";
            declTable = "player/slime_hazard_damage";
            resetTableOnExitTimeMS = 2000;
        }
        item[5] = {
            declDamage = "damage/hazard/slime_sac";
            declTable = "player/slime_sac_hazard_damage";
        }
    }
}

```

```

    resetTableOnExitTimeMS = 2000;
}

item[ 6] = {
    declDamage = "damage/hazard/poison_bog";
    declTable = "player/poison_bog_hazard_damage";
    resetTableOnExitTimeMS = 2000;
}

}

}

playerHud = {
    declHUD = "default";
}

playerDemoHud = {
    declHUD = "demo";
}

demonPlayerHud = {
    declHUD = "demon";
}

bodyAnimWeb = "animweb/player/doom_marine_3p";
suffocationDamage = "damage/base/suffocation";
waterBoostScaleMax = 4.75;
waterBoostSound = "play_swish_frantic";
playerRevive = "play_player_revive";
doubleJumpSound = "play_double_jump";
audioLogComponent = {
    stories = {
        hum = 1;
        item[ 0] = "dev_story/attack_of_the_jeff";
    }
}

screenFXDecl = "player/screen_damage";
playerAimEventDecl = "base/misc/playeraim";
playerInteractionEventDecl = "base/misc/playerinteraction";
bodyEventDecl = "base/misc/body";
thirdPersonFXDecl = "player/tp_body";
combatEncounterScoringDecl = "base";
nightmareMarkerDef = "interact/nightmaremarker/public";
nightmareMarkerDefFriends = "interact/nightmaremarker/public";
nightmareMarkerDefBestRun = "interact/nightmaremarker/furthest";
nightmareMarkerDefPublic = "interact/nightmaremarker/public";

```

```

    maxNumMarkersLvl = 30;
    gamePauseSound = "play_game_pause";
    gameUnpauseSound = "play_game_resume";
    playerInvasionData = "default";
    weaponFists = "weapon/player/fists";
    weaponFistsBerserk = "weapon/player/fists_berserk";
    weaponFistsDoom5Melee = "weapon/player/fists_doom5melee";
    weaponFistsSwim = "weapon/player/fists_swim";
    weaponPointingArm = "weapon/player/pointing_arm";
    weaponCrucible = "weapon/player/crucible";
    equipmentLauncherLeftDecl = "equipmentlauncher/equipmentlauncherleft";
    equipmentLauncherRightDecl = "equipmentlauncher/equipmentlaucherright";
    weaponFlameBelchLeft = "weapon/player/equipment_flame_belch";
    weaponFlameBelchRight = "weapon/player/equipment_flame_belch_right";
    weaponChainsaw = "weapon/player/chainsaw";
    weaponPlasma = "weapon/player/plasma_rifle";
    weaponChaingun = "weapon/player/chaingun";
    weaponHammer = "weapon/player/hammer";
    guiInfo = {
        icon = "art/ui/pvp_playericons/ico_pvp_players_doomguy_hud";
        iconAlt = "art/ui/pvp_playericons/ico_pvp_players_doomguy_hud_dead";
    }
    lockonData = {
        lockon_acquiringSound = "play_revenant_lock_warning";
        lockon_lockedSound = "play_demonplayer_missileslocked";
        lockon_broken = "play_rocket_lockon_break_alert";
    }
    friendlyRepulsorRadius = 0.25;
    enemyRepulsorRadius = 0.25;
    controlRespawnedFromDeath = true;
    canRespawn = true;
    }
}

```

Playable Demons

Info

- entityDef decl locations for each demon:

```
gameresources_patch1\generated\decls\entitydef\player\demonplayer_archvile.decl
```

```
gameresources_patch1\generated\decls\entitydef\player\demonplayer_dreadknight.decl
```

```
gameresources_patch1\generated\decls\entitydef\player\demonplayer_painelemental.decl
```

```
gameresources_patch1\generated\decls\entitydef\player\demonplayer_revenant.decl
```

```
gameresources_patch1\generated\decls\entitydef\player\demonplayer_mancubus.decl
```

```
gameresources_patch2\generated\decls\entitydef\player\demonplayer_marauder.decl
```

- Damage decl locations for each demon:

```
gameresources_patch1\generated\decls\damage\damage\demonplayer\pvp_archvile
```

```
gameresources_patch1\generated\decls\damage\damage\demonplayer\pvp_mancubus
```

```
gameresources_patch1\generated\decls\damage\damage\demonplayer\pvp_revenant
```

```
gameresources_patch2\generated\decls\damage\damage\demonplayer\pvp_archvile
```

```
gameresources_patch2\generated\decls\damage\damage\demonplayer\pvp_mancubus
```

```
gameresources_patch2\generated\decls\damage\damage\demonplayer\pvp_marauder
```

```
gameresources_patch2\generated\decls\damage\damage\demonplayer\pvp_painelemental
```

```
gameresources_patch2\generated\decls\damage\damage\demonplayer\pvp_revenant
```

```
pvp_laser_patch1\generated\decls\damage\damage\demonplayer\pvp_dreadknight
```

```
warehouse_patch1\generated\decls\damage\damage\demonplayer\pvp_marauder
```

Most of the Dread Knight's damage decls are located in each of the **_patch1** Battlemode resources, except **pvp_sideswipe** (Stronghold). The Dread Knight's berserk damage decls are located in **warehouse_patch1**.

Co-op

- Set **pvpPlayerDamageScale** & **demonPlayerDamageScale** to **0** for all damage decls.
- Set **demonPlayerCanActivate** to **true** for all **idTrigger** & **idEncounterTrigger_Commit** entities.
- Set **demonPlayersPassThrough** to **false** for all **idInteractable_Obstacle** entities.

Invasion

- Set **demonPlayersPassThrough** to **false** for any **idInteractable_Obstacle** or **idMover** entities that should be walled-off for all players.
- Set **demonPlayersPassThrough** to **true** & **allowDemonplayerProjectilePassThrough** to **false** for all "combat barrier" entities. These are the **idDynamicEntity** and would include either **mystical_combat_barrier.lwo** / **gameplay_energyBarrier_a.lwo** / **gameplay_energyBarrier_b.lwo** as the clipmodel.

Projectiles

gameresources\generated\decls\projectile\projectile\player\chaingun_turret.decl

Add the following to fix the Mobile Turret infinite sound loop bug.

```
{
  inherit = "projectile/base/bullet";
  edit = {
    fireSoundStart = "play_pistol_hand_cannon_fire"; // fireSoundLoopStart & fireSoundStop are replaced
    impactEffectTable = "impacteffect/projectiles/weapons/chaingun";
    damageDecl = "damage/firearm/chaingun_turret";
    spawnCount = 4;
    impactEffectSpawnCount = 1;
    tracerInfo = {
      tracerMtr = NULL;
      doRandomTracers = true;
      randomTracerType = "TRACERRANDOM_VARIABLE";
      randomTracerNum = 2;
      tracerLength = 2.477;
      sndTracer = "projectile/mp_bullet_passby";
      ribbon2Decls = {
        num = 3;
        item[0] = {
          ribbonDecl = "chaingun_tracer_base";
          offset = {
            x = -0.324999988;
          }
          thirdPersonOffset = {
            x = -0.324999988;
          }
        }
        item[1] = {
          ribbonDecl = "chaingun_tracer_base_90";
          offset = {
            x = -0.324999988;
```

gameresources\generated\decls\projectile\projectile\player\double_barrel
_flame_meat_hook.decl

```
{
  inherit = "projectile/player/double_barrel_meat_hook";

  edit = {
    fireSoundStart = "play_wpn_shotgun_double_meathook_master_fire";
    fxDecl = "weapon/meathook/meathook_projectile_mastery";
    hotHitscanInfo = {
      entityDef = "projectile_ent/throwable/player/flaming_meat_hook";
      clientAuthoritative = false; // set to false
    }
    projectilePlaysFireSound = true; // set to true
  }
}
```

Add the following to fix some network issues with Sticky Bombs.

```
{
  inherit = "projectile/player/assault_rifle_assaultrifle_secondary";
  edit = {
```

```

fireSoundStart = "play_shotgun_pop_rocket_fire";
impactEffectTable = "impacteffect/projectiles/weapons/shotgun_poprocket";
fxDecl = "weapon/combat_shotgun/sticky_bomb_projectile";
hotHitscanInfo = {
    entityDef = "projectile_ent/player/shotgun_pop_rocket";
    physicsProperties = {
        bounciness = 0;
        actorClipRadius = 0.400000006;
    }
    explodeSound = "play_sticky_bomb_explosion";
    flySound = "play_rocket_fly_loop";
    whizBySound = "play_sfx_rocket_passby";
    whizByDist = 5.71500015;
    isRetrievable = false;
    clientAuthoritative = true; // set to true
    adjustFireAngle = -4;
    grenadeInfo = {
        minDetonationDelay = 500;
        maxDetonationDelay = 500;
        countDownOnThrow = false;
        bouncesBeforeDetonationTimerStart = 1;
        warningSound = "play_cs_sticky_bomb_timer_1_mono";
        minSpeed = 52.3880043;
        maxSpeed = 52.3880043;
        useSimplePhysics = false;
    }
    swallowInfo = {
        canBeSwallowed = true;
        explodeDamageDelayMS = 1500;
        swallowStat = "STAT_WEAKPOINT_CACODEMON_MOUTH";
    }
}
damageDecl = "damage/firearm/pop_rocket";
splashDamageDecl = "damage/firearm/pop_rocket_splash";
splashDoesntIgnoreDirectHitTarget = true;
projectilePlaysFireSound = true;
}

```

Damage

gameresources_patch2\generated\decls\damage\damage\firearm\chaingun.decl

Apply changes to any desired damage decl.

```
{
    edit = {
        damageParms = {
            weaponDamageType = "PLAYER_WEAPON_CHAINGUN";
            bulletPenetrationData = {
                demonPlayerBlocksPenetration = true;
            }
            damageName = "chaingun";
            damageSource = "DAMAGESRC_BULLET";
            aiDamageMitigation = {
                hum = 2;
                item[ 0 ] = {
                    monsterType = "AI_MONSTER_ICON_OF_SIN AI_MONSTER_MAYKR_ANGEL";
                    maxDamage = -1;
                    damageScalar = 0.600000024;
                }
                item[ 1 ] = {
                    monsterType = "AI_MONSTER_SAMUEL_BOSS";
                    maxDamage = -1;
                    damageScalar = 0.439999998;
                }
            }
            damageSoundWhenLocalDemonPlayerIsHit = "play_bullet_damage_demon";
            knocksOffArmor = false;
            damageIcon = "textures/guis/hud/damage_icons/slayer/weapon/weapon_chaingun";
            declGoreBehavior = "gorebehavior/firearm/chaingun";
            skillshotHighlightInfo = {
                fadeTime = 300;
                color = {
                    r = 1;
                    a = 1;
```

```

    }
    }
    }
    maxDamage = {
        defaultValue = 20;
    }
    minDamage = {
        defaultValue = 20;
    }
    pvpPlayerDamageScale = 0.5; // slayer damage scale, set to 0 for co-op
    demonPlayerDamageScale = 0.5; // overall demon player damage scale, set to 0 for co-op
        demonPlayerDamageMitigation = { // remove for co-op
    num = 6;
    item[0] = {
        monsterType = "AI_MONSTER_PLAYER_ARCHVILE";
        damageScalar = {
            defaultValue = 0.75; // 75% on PC
            branchPairs = {
                num = 1;
                item[0] = {
                    branchKey = "CONTROLLERPAD_DECL";
                    branchResult = 0.75; // 75% damage on console
                }
            }
        }
    }
    item[1] = {
        monsterType = "AI_MONSTER_PLAYER_MANCUBUS";
        damageScalar = {
            defaultValue = 0.75;
            branchPairs = {
                num = 1;
                item[0] = {
                    branchKey = "CONTROLLERPAD_DECL";
                    branchResult = 0.75;
                }
            }
        }
    }
    item[2] = {

```

```

    monsterType = "AI_MONSTER_PLAYER_MARAUDER";
    damageScalar = {
        defaultValue = 0.75;
        branchPairs = {
            hum = 1;
            item[0] = {
                branchKey = "CONTROLLERPAD_DECL";
                branchResult = 0.75;
            }
        }
    }
}

item[3] = {
    monsterType = "AI_MONSTER_PLAYER_PAIN_ELEMENTAL";
    damageScalar = {
        defaultValue = 0.75;
        branchPairs = {
            hum = 1;
            item[0] = {
                branchKey = "CONTROLLERPAD_DECL";
                branchResult = 0.75;
            }
        }
    }
}

item[4] = {
    monsterType = "AI_MONSTER_PLAYER_REVENANT";
    damageScalar = {
        defaultValue = 0.75;
        branchPairs = {
            hum = 1;
            item[0] = {
                branchKey = "CONTROLLERPAD_DECL";
                branchResult = 0.75;
            }
        }
    }
}

item[5] = {
    monsterType = "AI_MONSTER_PLAYER_DREADKNIGHT";

```

```
    damageScalar = {
    }
    defaultValue = 0.75;
    branchPairs = {
    }
    num = 1;
    item[0] = {
    }
    branchKey = "CONTROLLERPAD_DECL";
    branchResult = 0.75;
    }
    }
    }
    }
    }
    }
```

Chainsaw

gameresources\generated\decls\damage\damage\melee\sync_kill_chainsaw.decl

Chainsaw will automatically give the player ammo instead of dropping ammo loot drops.

```
{
  inherit = "damage/melee/sync_kill";
  edit = {
    damageParms = {
      weaponDamageType = "PLAYER_WEAPON_CHAINSAW";
      damageName = "sync_kill_chainsaw";
      damageTypes = "DAMAGETYPE_HEALTH DAMAGETYPE_SYNC";
      damageSource = "DAMAGESRC_CHAINSAW";
      killStat = "STAT_WEAPON_CHAINSAW_KILLS";
      declGoreBehavior = "gorebehavior/firearm/chainsaw";
      ammoReturnOnDeath = {
        num = 4;
        item[0] = {
          giveItemOverTime = {
            decl = "ammo/sharedammopool/shells";
            count = 15;
          }
        }
      }
      aiType = "AI_MONSTER_ZOMBIE_TIER_1 AI_MONSTER_ZOMBIE_TIER_3 AI_MONSTER_ZOMBIE_MAYKR
AI_MONSTER_IMP AI_MONSTER_GARGOYLE AI_MONSTER_PROWLER AI_MONSTER_HELL_SOLDIER
AI_MONSTER_SHOTGUN_SOLDIER AI_MONSTER_CARCASS AI_MONSTER_LOTSOUL AI_MONSTER_HELLKNIGHT
AI_MONSTER_DREADKNIGHT AI_MONSTER_PINKY AI_MONSTER_SPECTRE AI_MONSTER_CACODEMON
AI_MONSTER_PAIN_ELEMENTAL AI_MONSTER_MANCUBUS AI_MONSTER_CYBER_MANCUBUS
AI_MONSTER_ARACHNOTRON AI_MONSTER_REVENANT AI_MONSTER_WHIPLASH AI_MONSTER_DOOM_HUNTER
AI_MONSTER_MARAUDER AI_MONSTER_MARAUDER_WOLF AI_MONSTER_BARON AI_MONSTER_TYRANT
AI_MONSTER_ARCHVILE AI_MONSTER_CUEBALL AI_MONSTER_BUFF_POD AI_MONSTER_TENTACLE
AI_MONSTER_GLADIATOR AI_MONSTER_ICON_OF_SIN AI_MONSTER_MAYKR_ANGEL
AI_MONSTER_ZOMBIE_T1_SCREECHER AI_MONSTER_STONE_IMP AI_MONSTER_CURSED_PROWLER
AI_MONSTER_CHAINGUN_SOLDIER AI_MONSTER_BLOOD_ANGEL AI_MONSTER_ARMORED_BARON
AI_MONSTER_SUPER_TENTACLE AI_MONSTER_SPIRIT AI_MONSTER_TURRET AI_MONSTER_DEMONIC_TROOPER
AI_MONSTER_SAMUEL_BOSS AI_MONSTER_DARKLORD_BOSS";
    }
  }
}
```

```

    item[1] = {
        giveItemOverTime = {
            decl = "ammo/sharedammopool/bullets";
            count = 90;
        }
        aiType = "AI_MONSTER_ZOMBIE_TIER_1 AI_MONSTER_ZOMBIE_TIER_3 AI_MONSTER_ZOMBIE_MAYKR
        AI_MONSTER_IMP AI_MONSTER_GARGOYLE AI_MONSTER_PROWLER AI_MONSTER_HELL_SOLDIER
        AI_MONSTER_SHOTGUN_SOLDIER AI_MONSTER_CARCASS AI_MONSTER_LOSTSOU AI_MONSTER_HELLKNIGHT
        AI_MONSTER_DREADKNIGHT AI_MONSTER_PINKY AI_MONSTER_SPECTRE AI_MONSTER_CACODEMON
        AI_MONSTER_PAIN_ELEMENTAL AI_MONSTER_MANCUBUS AI_MONSTER_CYBER_MANCUBUS
        AI_MONSTER_ARACHNOTRON AI_MONSTER_REVENANT AI_MONSTER_WHIPLASH AI_MONSTER_DOOM_HUNTER
        AI_MONSTER_MARAUDER AI_MONSTER_MARAUDER_WOLF AI_MONSTER_BARON AI_MONSTER_TYRANT
        AI_MONSTER_ARCHVILE AI_MONSTER_CUEBALL AI_MONSTER_BUFF_POD AI_MONSTER_TENTACLE
        AI_MONSTER_GLADIATOR AI_MONSTER_ICON_OF_SIN AI_MONSTER_MAYKR_ANGEL
        AI_MONSTER_ZOMBIE_T1_SCREECHER AI_MONSTER_STONE_IMP AI_MONSTER_CURSED_PROWLER
        AI_MONSTER_CHAINGUN_SOLDIER AI_MONSTER_BLOOD_ANGEL AI_MONSTER_ARMORED_BARON
        AI_MONSTER_SUPER_TENTACLE AI_MONSTER_SPIRIT AI_MONSTER_TURRET AI_MONSTER_DEMONIC_TROOPER
        AI_MONSTER_SAMUEL_BOSS AI_MONSTER_DARKLORD_BOSS";
    }

    item[2] = {
        giveItemOverTime = {
            decl = "ammo/sharedammopool/cells";
            count = 135;
        }
        aiType = "AI_MONSTER_ZOMBIE_TIER_1 AI_MONSTER_ZOMBIE_TIER_3 AI_MONSTER_ZOMBIE_MAYKR
        AI_MONSTER_IMP AI_MONSTER_GARGOYLE AI_MONSTER_PROWLER AI_MONSTER_HELL_SOLDIER
        AI_MONSTER_SHOTGUN_SOLDIER AI_MONSTER_CARCASS AI_MONSTER_LOSTSOU AI_MONSTER_HELLKNIGHT
        AI_MONSTER_DREADKNIGHT AI_MONSTER_PINKY AI_MONSTER_SPECTRE AI_MONSTER_CACODEMON
        AI_MONSTER_PAIN_ELEMENTAL AI_MONSTER_MANCUBUS AI_MONSTER_CYBER_MANCUBUS
        AI_MONSTER_ARACHNOTRON AI_MONSTER_REVENANT AI_MONSTER_WHIPLASH AI_MONSTER_DOOM_HUNTER
        AI_MONSTER_MARAUDER AI_MONSTER_MARAUDER_WOLF AI_MONSTER_BARON AI_MONSTER_TYRANT
        AI_MONSTER_ARCHVILE AI_MONSTER_CUEBALL AI_MONSTER_BUFF_POD AI_MONSTER_TENTACLE
        AI_MONSTER_GLADIATOR AI_MONSTER_ICON_OF_SIN AI_MONSTER_MAYKR_ANGEL
        AI_MONSTER_ZOMBIE_T1_SCREECHER AI_MONSTER_STONE_IMP AI_MONSTER_CURSED_PROWLER
        AI_MONSTER_CHAINGUN_SOLDIER AI_MONSTER_BLOOD_ANGEL AI_MONSTER_ARMORED_BARON
        AI_MONSTER_SUPER_TENTACLE AI_MONSTER_SPIRIT AI_MONSTER_TURRET AI_MONSTER_DEMONIC_TROOPER
        AI_MONSTER_SAMUEL_BOSS AI_MONSTER_DARKLORD_BOSS";
    }

    item[3] = {
        giveItemOverTime = {

```

```
        decl = "ammo/sharedammopool/rockets";
        count = 6;
    }

    aiType = "AI_MONSTER_ZOMBIE_TIER_1 AI_MONSTER_ZOMBIE_TIER_3 AI_MONSTER_ZOMBIE_MAYKR
AI_MONSTER_IMP AI_MONSTER_GARGOYLE AI_MONSTER_PROWLER AI_MONSTER_HELL_SOLDIER
AI_MONSTER_SHOTGUN_SOLDIER AI_MONSTER_CARCASS AI_MONSTER_LOSTSOU AI_MONSTER_HELLKNIGHT
AI_MONSTER_DREADKNIGHT AI_MONSTER_PINKY AI_MONSTER_SPECTRE AI_MONSTER_CACODEMON
AI_MONSTER_PAIN_ELEMENTAL AI_MONSTER_MANCUBUS AI_MONSTER_CYBER_MANCUBUS
AI_MONSTER_ARACHNOTRON AI_MONSTER_REVENANT AI_MONSTER_WHIPLASH AI_MONSTER_DOOM_HUNTER
AI_MONSTER_MARAUDER AI_MONSTER_MARAUDER_WOLF AI_MONSTER_BARON AI_MONSTER_TYRANT
AI_MONSTER_ARCHVILE AI_MONSTER_CUEBALL AI_MONSTER_BUFF_POD AI_MONSTER_TENTACLE
AI_MONSTER_GLADIATOR AI_MONSTER_ICON_OF_SIN AI_MONSTER_MAYKR_ANGEL
AI_MONSTER_ZOMBIE_T1_SCREECHER AI_MONSTER_STONE_IMP AI_MONSTER_CURSED_PROWLER
AI_MONSTER_CHAINGUN_SOLDIER AI_MONSTER_BLOOD_ANGEL AI_MONSTER_ARMORED_BARON
AI_MONSTER_SUPER_TENTACLE AI_MONSTER_SPIRIT AI_MONSTER_TURRET AI_MONSTER_DEMONIC_TROOPER
AI_MONSTER_SAMUEL_BOSS AI_MONSTER_DARKLORD_BOSS";

    }
    }
    }
    }
```

Lootdrops

The lootdropcomponent decls would need to be adjusted.

gameresources_patch1\generated\decls\lootdropcomponent\ai\default_ambient.decl

```
{
  inherit = "ai/default";
  edit = {
    droppableItems = {
      num = 28;
      item[0] = "lootdrop/health/health_low_kill";
      item[1] = "lootdrop/health/health_low_gk";
      item[2] = NULL;
      item[3] = NULL;
      item[4] = NULL;
      item[5] = NULL;
      item[6] = NULL;
      item[7] = NULL;
      item[8] = NULL;
      item[9] = NULL;
      item[10] = "lootdrop/health/health_low_crucible";
      item[11] = "lootdrop/health/health_med_crucible";
      item[12] = "lootdrop/health/health_high_crucible";
      item[13] = "lootdrop/extra_life/extra_life_refund";
      item[14] = "lootdrop/ammo/hammer/weakpoint_drop";
      item[15] = "lootdrop/ammo/hammer/headshot_drop";
      item[16] = "lootdrop/ammo/heavy_cannon/bullets_hammer_slam";
      item[17] = "lootdrop/ammo/plasma_rifle/cells_hammer_slam";
      item[18] = "lootdrop/ammo/rocket_launcher/rockets_hammer_slam";
      item[19] = "lootdrop/ammo/shotgun/shells_hammer_slam";
      item[20] = "lootdrop/armor/hammer_slam";
      item[21] = "lootdrop/health/health_hammer_slam";
      item[22] = "lootdrop/armor/hammer_slam_upgraded";
      item[23] = "lootdrop/health/health_hammer_slam_upgraded";
      item[24] = "lootdrop/ammo/heavy_cannon/bullets_hammer_slam_upgraded";
      item[25] = "lootdrop/ammo/plasma_rifle/cells_hammer_slam_upgraded";
```

```

    item[ 26] = "lootdrop/ammo/rocket_launcher/rockets_hammer_slam_upgraded";
    item[ 27] = "lootdrop/ammo/shotgun/shells_hammer_slam_upgraded";
}
onlyDropOnce = true;
}
}

```

gameresources_patch1\generated\decls\lootdropcomponent\ai\default_fodder.decl

```

{
inherit = "ai/default";
edit = {
    droppableItems = {
        num = 30;
        item[ 0] = "lootdrop/health/health_low_kill";
        item[ 1] = "lootdrop/health/health_low_gk";
        item[ 2] = NULL;
        item[ 3] = NULL;
        item[ 4] = NULL;
        item[ 5] = NULL;
        item[ 6] = NULL;
        item[ 7] = NULL;
        item[ 8] = NULL;
        item[ 9] = NULL;
        item[10] = "lootdrop/health/blood_punch_splash";
        item[11] = "lootdrop/ammo/shotgun/shells_full_auto_giveback_fodder";
        item[12] = "lootdrop/health/health_low_crucible";
        item[13] = "lootdrop/health/health_med_crucible";
        item[14] = "lootdrop/health/health_high_crucible";
        item[15] = "lootdrop/extra_life/extra_life_refund";
        item[16] = "lootdrop/ammo/hammer/weakpoint_drop";
        item[17] = "lootdrop/ammo/hammer/headshot_drop";
        item[18] = "lootdrop/ammo/shotgun/shells_hammer_slam";
        item[19] = "lootdrop/ammo/rocket_launcher/rockets_hammer_slam";
        item[20] = "lootdrop/ammo/plasma_rifle/cells_hammer_slam";
        item[21] = "lootdrop/ammo/heavy_cannon/bullets_hammer_slam";
        item[22] = "lootdrop/armor/hammer_slam";
        item[23] = "lootdrop/health/health_hammer_slam";
        item[24] = "lootdrop/armor/hammer_slam_upgraded";
    }
}

```

```

    []item[ 25] = "lootdrop/health/health_hammer_slam_upgraded";
    []item[ 26] = "lootdrop/ammo/heavy_cannon/bullets_hammer_slam_upgraded";
    []item[ 27] = "lootdrop/ammo/plasma_rifle/cells_hammer_slam_upgraded";
    []item[ 28] = "lootdrop/ammo/rocket_launcher/rockets_hammer_slam_upgraded";
    []item[ 29] = "lootdrop/ammo/shotgun/shells_hammer_slam_upgraded";
    []
    []onlyDropOnce = true;
    []
}

```

gameresources_patch1\generated\decls\lootdropcomponent\ai\default_heavy.decl

```

{
    []inherit = "ai/default";
    []edit = {
        []droppableItems = {
            []num = 30;
            []item[ 0] = NULL;
            []item[ 1] = NULL;
            []item[ 2] = NULL;
            []item[ 3] = NULL;
            []item[ 4] = "lootdrop/health/health_high_kill";
            []item[ 5] = "lootdrop/health/health_low_gk";
            []item[ 6] = NULL;
            []item[ 7] = NULL;
            []item[ 8] = NULL;
            []item[ 9] = NULL;
            []item[10] = "lootdrop/health/blood_punch_splash";
            []item[11] = "lootdrop/ammo/shotgun/shells_full_auto_giveback_heavy";
            []item[12] = "lootdrop/health/health_low_heavy_crucible";
            []item[13] = "lootdrop/health/health_med_heavy_crucible";
            []item[14] = "lootdrop/health/health_high_crucible";
            []item[15] = "lootdrop/extra_life/extra_life_refund";
            []item[16] = "lootdrop/ammo/hammer/weakpoint_drop";
            []item[17] = "lootdrop/ammo/hammer/headshot_drop";
            []item[18] = "lootdrop/ammo/shotgun/shells_hammer_slam";
            []item[19] = "lootdrop/ammo/rocket_launcher/rockets_hammer_slam";
            []item[20] = "lootdrop/ammo/plasma_rifle/cells_hammer_slam";
            []item[21] = "lootdrop/ammo/heavy_cannon/bullets_hammer_slam";

```

```

    item[ 22] = "lootdrop/armor/hammer_slam";
    item[ 23] = "lootdrop/health/health_hammer_slam";
    item[ 24] = "lootdrop/armor/hammer_slam_upgraded";
    item[ 25] = "lootdrop/health/health_hammer_slam_upgraded";
    item[ 26] = "lootdrop/ammo/heavy_cannon/bullets_hammer_slam_upgraded";
    item[ 27] = "lootdrop/ammo/plasma_rifle/cells_hammer_slam_upgraded";
    item[ 28] = "lootdrop/ammo/rocket_launcher/rockets_hammer_slam_upgraded";
    item[ 29] = "lootdrop/ammo/shotgun/shells_hammer_slam_upgraded";
}

onlyDropOnce = true;
}
}

```

gameresources_patch1\generated\decls\lootdropcomponent\ai\default_superheavy.decl

```

{
    inherit = "ai/default";
    edit = {
        droppableItems = {
            num = 28;
            item[ 0] = NULL;
            item[ 1] = "lootdrop/health/health_low_kill";
            item[ 2] = "lootdrop/health/health_low_gk";
            item[ 3] = NULL;
            item[ 4] = NULL;
            item[ 5] = NULL;
            item[ 6] = NULL;
            item[ 7] = "lootdrop/health/blood_punch_splash";
            item[ 8] = "lootdrop/ammo/shotgun/shells_full_auto_giveback_superheavy";
            item[ 9] = "lootdrop/health/health_superheavy_kill";
            item[10] = "lootdrop/health/health_low_heavy_crucible";
            item[11] = "lootdrop/health/health_med_heavy_crucible";
            item[12] = "lootdrop/health/health_high_crucible";
            item[13] = "lootdrop/extra_life/extra_life_refund";
            item[14] = "lootdrop/ammo/hammer/weakpoint_drop";
            item[15] = "lootdrop/ammo/hammer/headshot_drop";
            item[16] = "lootdrop/ammo/shotgun/shells_hammer_slam";
            item[17] = "lootdrop/ammo/rocket_launcher/rockets_hammer_slam";
            item[18] = "lootdrop/ammo/plasma_rifle/cells_hammer_slam";

```

```
    item[19] = "lootdrop/ammo/heavy_cannon/bullets_hammer_slam";
    item[20] = "lootdrop/armor/hammer_slam";
    item[21] = "lootdrop/health/health_hammer_slam";
    item[22] = "lootdrop/armor/hammer_slam_upgraded";
    item[23] = "lootdrop/health/health_hammer_slam_upgraded";
    item[24] = "lootdrop/ammo/heavy_cannon/bullets_hammer_slam_upgraded";
    item[25] = "lootdrop/ammo/plasma_rifle/cells_hammer_slam_upgraded";
    item[26] = "lootdrop/ammo/rocket_launcher/rockets_hammer_slam_upgraded";
    item[27] = "lootdrop/ammo/shotgun/shells_hammer_slam_upgraded";
}

onlyDropOnce = true;
}
```

RenderParms

gameresources_patch1\generated\decls\fx\player\tp_body.decl

Green render highlight for Slayer vs Slayer.

```
item[ 85] = {
    name = "highlight_tint";
    group = "highlight";
    type = "FX_RENDERPARM";

startCondition = {
    hum = 74;
    item[ 0] = "FX_NONE";
    item[ 1] = "FX_PICKUP_HEALTH_SMALL";
    item[ 2] = "FX_PICKUP_HEALTH_MEDIUM";
    item[ 3] = "FX_PICKUP_HEALTH_LARGE";
    item[ 4] = "FX_PICKUP_ARMOR_SMALL";
    item[ 5] = "FX_PICKUP_ARMOR_MEDIUM";
    item[ 6] = "FX_PICKUP_ARMOR_LARGE";
    item[ 7] = "FX_PLAYER_STATUS1_START";
    item[ 8] = "FX_PLAYER_STATUS1_STOP";
    item[ 9] = "FX_PLAYER_STATUS2_START";
    item[10] = "FX_PLAYER_STATUS2_STOP";
    item[11] = "FX_PLAYER_STATUS2_ALT_1_START";
    item[12] = "FX_PLAYER_STATUS2_ALT_2_START";
    item[13] = "FX_PLAYER_STATUS2_ALT_3_START";
    item[14] = "FX_PLAYER_STATUS3_START";
    item[15] = "FX_PLAYER_STATUS3_STOP";
    item[16] = "FX_PLAYER_STATUS4_START";
    item[17] = "FX_PLAYER_STATUS4_STOP";
    item[18] = "FX_PLAYER_STATUS5_START";
    item[19] = "FX_PLAYER_STATUS5_STOP";
    item[20] = "FX_ZIPLINE_SPEED_SLOW";
    item[21] = "FX_ZIPLINE_SPEED_SLOW_REVERSE";
    item[22] = "FX_ZIPLINE_SPEED_MED";
    item[23] = "FX_ZIPLINE_SPEED_MED_REVERSE";
    item[24] = "FX_ZIPLINE_SPEED_FAST";
    item[25] = "FX_ZIPLINE_SPEED_FAST_REVERSE";
```

```
item[ 26] = "FX_GLORY_SAVAGERY_START";
item[ 27] = "FX_GLORY_SAVAGERY_START_THIRD";
item[ 28] = "FX_GLORY_SAVAGERY_START_END_THIRD";
item[ 29] = "FX_GLORY_SAVAGERY_AOE_START_END_THIRD";
item[ 30] = "FX_GLORY_SAVAGERY_AOE_LOW_HEALTH_START_END_THIRD";
item[ 31] = "FX_SAVING_THROW_START";
item[ 32] = "FX_RUNE_BLOOD_FUELED";
item[ 33] = "FX_RUNE_SEEK_DESTROY";
item[ 34] = "FX_PROP_PICKUP";
item[ 35] = "FX_VEH_START_BOOST";
item[ 36] = "FX_CINEMATIC_MP_20";
item[ 37] = "FX_DOUBLE_JUMP_THIRD_PERSON";
item[ 38] = "FX_DASH_ACTIVATED";
item[ 39] = "FX_CINEMATIC_MP_1";
item[ 40] = "FX_CINEMATIC_MP_2";
item[ 41] = "FX_CINEMATIC_MP_4";
item[ 42] = "FX_CINEMATIC_MP_5";
item[ 43] = "FX_CINEMATIC_MP_6";
item[ 44] = "FX_CINEMATIC_MP_7";
item[ 45] = "FX_CINEMATIC_MP_8";
item[ 46] = "FX_CINEMATIC_MP_9";
item[ 47] = "FX_CINEMATIC_MP_18";
item[ 48] = "FX_CINEMATIC_MP_19";
item[ 49] = "FX_CINEMATIC_MP_20";
item[ 50] = "FX_CINEMATIC_1";
item[ 51] = "FX_CINEMATIC_2";
item[ 52] = "FX_CINEMATIC_3";
item[ 53] = "FX_CINEMATIC_4";
item[ 54] = "FX_CINEMATIC_5";
item[ 55] = "FX_CINEMATIC_7";
item[ 56] = "FX_CINEMATIC_8";
item[ 57] = "FX_CINEMATIC_9";
item[ 58] = "FX_CINEMATIC_10";
item[ 59] = "FX_CINEMATIC_13";
item[ 60] = "FX_CINEMATIC_14";
item[ 61] = "FX_CINEMATIC_15";
item[ 62] = "FX_CINEMATIC_16";
item[ 63] = "FX_CINEMATIC_17";
item[ 64] = "FX_CINEMATIC_18";
item[ 65] = "FX_CINEMATIC_19";
```

```

item[ 66] = "FX_CINEMATIC_20";
item[ 67] = "FX_START_DAMAGE_LEVEL_1";
item[ 68] = "FX_START_DAMAGE_LEVEL_2";
item[ 69] = "FX_START_DAMAGE_LEVEL_4";
item[ 70] = "FX_BURN_1_START";
item[ 71] = "FX_BURN_2_START";
item[ 72] = "FX_PLAYER_MOVEMENT_LANDED";
item[ 73] = "FX_EXPLOSIVE_ARMED";

}

renderParmParms = {
declRenderParm = "highlightfillcolor";
color = {
r = 0;
g = 0.8;
b = 0;
a = 0.5;
}
}
}

```

gameresources_patch1\generated\decls\fx\demon_player\archvile\archvile.decl

Purple render highlight for Invasion.

```

item[ 84] = {
    name = "highlight_tint";
    group = "highlight";
    type = "FX_RENDERPARM";

startCondition = {
hum = 11;
item[ 0] = "FX_NONE";
item[ 1] = "FX_PICKUP_HEALTH_SMALL";
item[ 2] = "FX_PICKUP_HEALTH_MEDIUM";
item[ 3] = "FX_PICKUP_HEALTH_LARGE";
item[ 4] = "FX_PLAYER_STATUS1_STOP";
item[ 5] = "FX_PLAYER_STATUS2_STOP";
item[ 6] = "FX_PLAYER_STATUS3_STOP";
item[ 7] = "FX_PLAYER_STATUS4_STOP";

```

```
    item[ 8] = "FX_PLAYER_STATUS5_STOP";  
    item[ 9] = "FX_ZIPLINE_SPEED_FAST_REVERSE";  
    item[10] = "FX_MAN_ON_FIRE";  
}  
  
renderParmParms = {  
    declRenderParm = "highlightfillcolor";  
    color = {  
        r = 0.8;  
        g = 0;  
        b = 1;  
        a = 0.1;  
    }  
}  
}
```

FX

All of these changes reduce lag for client players.

gameresources\generated\decls\fx\weapon\gauss_cannon\projectile_destroyer.decl

```
item[10] = {
    name = "rock_debris";
    group = "explosion";
    type = "FX_DESTRUCTIBLE";
    startCondition = {
        hum = 7;
        item[0] = "FX_PROJECTILE_EXPLODE_DIRT";
        item[1] = "FX_PROJECTILE_EXPLODE_PLASTIC";
        item[2] = "FX_PROJECTILE_EXPLODE_WOOD";
        item[3] = "FX_PROJECTILE_EXPLODE_STONE";
        item[4] = "FX_PROJECTILE_EXPLODE_METAL";
        item[5] = "FX_PROJECTILE_EXPLODE_DEFAULT";
        item[6] = "FX_PROJECTILE_EXPLODE ASPHALT";
    }
    stopCondition = {
        hum = 1;
        item[0] = "FX_NONE";
    }
    rotationType = "FX_ROT_EXPLICIT_ANGLES";
    destructibleParms = {
        destructible = "";
    }
}
```

gameresources\generated\decls\fx\weapon\gauss_cannon\projectile_destroyer_charge_level_3.decl

```
item[0] = {
    name = "rock_debris";
    group = "explosion";
    type = "FX_DESTRUCTIBLE";
```

```

    color = {
        y = 0.13013652;
        z = 0.0273208916;
    }
    startCondition = {
        num = 7;
        item[ 0 ] = "FX_PROJECTILE_EXPLODE_DIRT";
        item[ 1 ] = "FX_PROJECTILE_EXPLODE_PLASTIC";
        item[ 2 ] = "FX_PROJECTILE_EXPLODE_WOOD";
        item[ 3 ] = "FX_PROJECTILE_EXPLODE_STONE";
        item[ 4 ] = "FX_PROJECTILE_EXPLODE_METAL";
        item[ 5 ] = "FX_PROJECTILE_EXPLODE_DEFAULT";
        item[ 6 ] = "FX_PROJECTILE_EXPLODE ASPHALT";
    }
    stopCondition = {
        num = 1;
        item[ 0 ] = "FX_NONE";
    }
    rotationType = "FX_ROT_EXPLICIT_ANGLES";
    destructibleParms = {
        destructible = "";
    }
}

item[ 1 ] = {
    name = "explosion_shake";
    group = "explosion";
    type = "FX_SCREEN_SHAKE";
    duration = 3;
    fadeStartDistance = 1.90499997;
    distance = 9.52500057;
    color = {
        y = 0.13013652;
        z = 0.0273208916;
    }
    startCondition = {
        num = 1;
        item[ 0 ] = "FX_PROJECTILE_EXPLODE";
    }
    stopCondition = {
        num = 1;

```

```

    item[ 0] = "FX_NONE";
}

screenShakeParms = {
    advancedShakeDecl = "advancedscreenviewshake/loadout/adv_shake_1";
}
}

item[ 2] = {
    name = "explosion_piece";
    group = "explosion";
    type = "FX_PARTICLE";
    duration = 1000;
    looping = true;
    color = {
        y = 0.13013652;
        z = 0.0273208916;
    }
    startCondition = {
        num = 1;
        item[ 0] = "FX_PROJECTILE_EXPLODE_PIECE_1";
    }
    stopCondition = {
        num = 1;
        item[ 0] = "FX_NONE";
    }
    priginType = "FX_ORG_TRACK_POS";
    rotationType = "FX_ROT_TRACK_AXIS";
    particleParms = {
        declPrt = "";
    }
}

```

gameresources\generated\decls\fx\weapon\plasma_rifle\plasma_rifle_microwave_3rd.decl

```

item[ 1] = {
    name = "muzzle_flash_primary";
    group = "fire_microwave";
    type = "FX_PARTICLE";
    duration = 500;
    fadeOutTime = 500;
}

```

```
    color = {
        x = 0.0451862141;
        y = 0.254152179;
    }
    tagNames = {
        num = 1;
        item[0] = "fx_muzzle_z_barrel";
    }
    startCondition = {
        num = 1;
        item[0] = "";
    }
    stopCondition = {
        num = 1;
        item[0] = "";
    }
    priginType = "FX_ORG_TRACK_POS";
    rotationType = "FX_ROT_TRACK_AXIS";
    particleParms = {
        declPrt = "";
    }
}
```

Cursed Prowlers

e5m1_spear_patch2\generated\decls\ai\component_prototypes\ai\component\proowler_cursed.decl

Some of the curse effects do not apply to clients. This decl change will make it consistent for both host and client.

```
{
  [edit = {
    [curseArmorInfo = {
      [armorBuffModifiers = {
        [className = "idEntityModifier_Berserk";
        [object = {
          [durationInSeconds = {
            [minRange = -1;
            [maxRange = -1;
          ]
        ]
        [damageTakenScale = 1;
        [goreDamageScale = 1;
        [disabledPainTypes = "BF_PAIN_STAGGER BF_PAIN_STAGGER_VULNERABLE";
        [buff0overrides = {
          [hum = 10;
          [item[0] = {
            [damageDecls = "player_power_direct";
            [damageTakenScale = 4;
            [goreDamageScale = 1;
          ]
          [item[1] = {
            [damageDecls = "player_power_aoe";
            [painTakenScale = 0;
            [goreDamageScale = 0;
            [disabledPainTypes = "BF_PAIN_FALTER_LIGHT BF_PAIN_FALTER BF_PAIN_PUSHBACK BF_PAIN_STAGGER";
          ]
          [item[2] = {
            [damageDecls = "equip_flamebelch";
            [damageTakenScale = 1;
          ]
        ]
      ]
    ]
  ]
}
```

```

        item[ 3] = {
            damageDecls = "player_melee";
            disabledPainTypes = "BF_PAIN_FALTER_LIGHT BF_PAIN_FALTER BF_PAIN_PUSHBACK
BF_PAIN_MELEE_D5_FORWARD_REACT BF_PAIN_MELEE_D5_LEFT_REACT BF_PAIN_MELEE_D5_RIGHT_REACT
BF_PAIN_MELEE_D5_UPPERCUT_REACT BF_PAIN_STAGGER";
        }
        item[ 4] = {
            damageDecls = "mod_rocketlauncher_remotedetonate_all";
            disabledPainTypes = "BF_PAIN_FALTER_LIGHT BF_PAIN_FALTER BF_PAIN_PUSHBACK BF_PAIN_STAGGER";
        }
        item[ 5] = {
            damageDecls = "mod_plasmagun_heatblast";
            disabledPainTypes = "BF_PAIN_FALTER_LIGHT BF_PAIN_FALTER BF_PAIN_PUSHBACK BF_PAIN_STAGGER";
        }
        item[ 6] = {
            damageDecls = "equip_frag_direct";
            disabledPainTypes = "BF_PAIN_FALTER_LIGHT BF_PAIN_FALTER BF_PAIN_PUSHBACK BF_PAIN_STAGGER";
        }
        item[ 7] = {
            damageDecls = "equip_frag_splash";
            disabledPainTypes = "BF_PAIN_FALTER BF_PAIN_PUSHBACK";
        }
        item[ 8] = {
            damageDecls = "player_hammer";
            disabledPainTypes = "BF_PAIN_FALTER BF_PAIN_PUSHBACK";
        }
        item[ 9] = {
            damageDecls = "crushers";
            damageTakenScale = 1;
            disabledPainTypes = "BF_PAIN_FALTER BF_PAIN_PUSHBACK";
        }
    }
    armorDisableFlags = "DISABLE_SYNC_KILLS";
    curseAppliedTranscode = "TRANSCODE_SHOULD_RETREAT";
    retreatMemoryKey = "wants_retreat";
}

```


Screechers

e5m1_spear\generated\decls\md6def\md6def\characters\monsters\zombie_tier1\base\zombie_tier1_berserk.md6.decl

Additional FxConditions must trigger

```
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_back/head_v1.md6anim" {
    event "ae_applyBuffModifiers" {
        frame 1.0000
        row 17
    }
    event "ae_soundNoSkip" {
        frame 1.0000
        row 18
        soundevent ""
    }
    event "ae_startFX" {
        frame 1.0000
        row 19
        fxCondition_t FX_CINEMATIC_20
    }
    event "ae_soundNoSkip" {
        frame 0.0235
        row 1
        soundevent "play_zombie_alert_screech"
    }
    event "ae_startFX" {
        frame 0.0000
        row 0
        fxCondition_t FX_CINEMATIC_MP_1
    }
    event "ae_stopFX" {
        frame 45.0000
        row 3
        fxCondition_t FX_START_DEATH_1
    }
}
```

```

    }
  }
  anim
  "md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_01.md6a
  nim" {
    event "ae_applyBuffModifiers" {
      frame 1.0000
      row 17
    }
    event "ae_soundNoSkip" {
      frame 1.0000
      row 18
      soundevent ""
    }
    event "ae_startFX" {
      frame 1.0000
      row 19
      fxCondition_t FX_CINEMATIC_20
    }
    event "ae_soundNoSkip" {
      frame 0.0235
      row 1
      soundevent "play_zombie_alert_screech"
    }
    event "ae_startFX" {
      frame 0.0000
      row 0
      fxCondition_t FX_CINEMATIC_MP_1
    }
    event "ae_stopFX" {
      frame 45.0000
      row 3
      fxCondition_t FX_START_DEATH_1
    }
  }
  anim
  "md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_02.md6a
  nim" {
    event "ae_applyBuffModifiers" {
      frame 1.0000

```

```

    row 17
  }
  event "ae_soundNoSkip" {
    frame 1.0000
    row 18
    soundevent ""
  }
  event "ae_startFX" {
    frame 1.0000
    row 19
    fxCondition_t FX_CINEMATIC_20
  }
  event "ae_soundNoSkip" {
    frame 0.0235
    row 1
    soundevent "play_zombie_alert_screech"
  }
  event "ae_startFX" {
    frame 0.0000
    row 0
    fxCondition_t FX_CINEMATIC_MP_1
  }
  event "ae_stopFX" {
    frame 45.0000
    row 3
    fxCondition_t FX_START_DEATH_1
  }
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_03.md6a
nim" {
  event "ae_applyBuffModifiers" {
    frame 1.0000
    row 17
  }
  event "ae_soundNoSkip" {
    frame 1.0000
    row 18
    soundevent ""
  }
}

```

```

    []event "ae_startFX" {
        []frame 1.0000
        []row 19
        []fxCondition_t FX_CINEMATIC_20
    }
    []event "ae_soundNoSkip" {
        []frame 0.0235
        []row 1
        []soundevent "play_zombie_alert_screech"
    }
    []event "ae_startFX" {
        []frame 0.0000
        []row 0
        []fxCondition_t FX_CINEMATIC_MP_1
    }
    []event "ae_stopFX" {
        []frame 45.0000
        []row 3
        []fxCondition_t FX_START_DEATH_1
    }
    []
    []anim
    "md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_04.md6a
    nim" {
        []event "ae_applyBuffModifiers" {
            []frame 1.0000
            []row 17
        }
        []event "ae_soundNoSkip" {
            []frame 1.0000
            []row 18
            []soundevent ""
        }
        []event "ae_startFX" {
            []frame 1.0000
            []row 19
            []fxCondition_t FX_CINEMATIC_20
        }
        []event "ae_soundNoSkip" {
            []frame 0.0235

```

```

row 1
soundevent "play_zombie_alert_screech"
}
event "ae_startFX" {
frame 0.0000
row 0
fxCondition_t FX_CINEMATIC_MP_1
}
event "ae_stopFX" {
frame 45.0000
row 3
fxCondition_t FX_START_DEATH_1
}
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_06.md6a
nim" {
event "ae_applyBuffModifiers" {
frame 1.0000
row 17
}
event "ae_soundNoSkip" {
frame 1.0000
row 18
soundevent ""
}
event "ae_startFX" {
frame 1.0000
row 19
fxCondition_t FX_CINEMATIC_20
}
event "ae_soundNoSkip" {
frame 0.0235
row 1
soundevent "play_zombie_alert_screech"
}
event "ae_startFX" {
frame 0.0000
row 0
fxCondition_t FX_CINEMATIC_MP_1

```

```

    }
    event "ae_stopFX" {
        frame 45.0000
        row 3
        fxCondition_t FX_START_DEATH_1
    }
}

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_07.md6a
nim" {
    event "ae_applyBuffModifiers" {
        frame 1.0000
        row 17
    }
    event "ae_soundNoSkip" {
        frame 1.0000
        row 18
        soundevent ""
    }
    event "ae_startFX" {
        frame 1.0000
        row 19
        fxCondition_t FX_CINEMATIC_20
    }
    event "ae_soundNoSkip" {
        frame 0.0235
        row 1
        soundevent "play_zombie_alert_screech"
    }
    event "ae_startFX" {
        frame 0.0000
        row 0
        fxCondition_t FX_CINEMATIC_MP_1
    }
    event "ae_stopFX" {
        frame 45.0000
        row 3
        fxCondition_t FX_START_DEATH_1
    }
}

```

```

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_08.md6a
nim" {
    event "ae_applyBuffModifiers" {
        frame 1.0000
        row 17
    }
    event "ae_soundNoSkip" {
        frame 1.0000
        row 18
        soundevent ""
    }
    event "ae_startFX" {
        frame 1.0000
        row 19
        fxCondition_t FX_CINEMATIC_20
    }
    event "ae_soundNoSkip" {
        frame 0.0235
        row 1
        soundevent "play_zombie_alert_screech"
    }
    event "ae_startFX" {
        frame 0.0000
        row 0
        fxCondition_t FX_CINEMATIC_MP_1
    }
    event "ae_stopFX" {
        frame 45.0000
        row 3
        fxCondition_t FX_START_DEATH_1
    }
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_09.md6a
nim" {
    event "ae_applyBuffModifiers" {
        frame 1.0000
        row 17
    }
}

```

```

    []event "ae_soundNoSkip" {
        []frame 1.0000
        []row 18
        []soundevent ""
    }
    []event "ae_startFX" {
        []frame 1.0000
        []row 19
        []fxCondition_t FX_CINEMATIC_20
    }
    []event "ae_soundNoSkip" {
        []frame 0.0235
        []row 1
        []soundevent "play_zombie_alert_screech"
    }
    []event "ae_startFX" {
        []frame 0.0000
        []row 0
        []fxCondition_t FX_CINEMATIC_MP_1
    }
    []event "ae_stopFX" {
        []frame 45.0000
        []row 3
        []fxCondition_t FX_START_DEATH_1
    }
    []
    []anim
    "md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_10.md6a
    nim" {
        []event "ae_applyBuffModifiers" {
            []frame 1.0000
            []row 17
        }
        []event "ae_soundNoSkip" {
            []frame 1.0000
            []row 18
            []soundevent ""
        }
        []event "ae_startFX" {
            []frame 1.0000

```

```

row 19
fxCondition_t FX_CINEMATIC_20
}
event "ae_soundNoSkip" {
frame 0.0235
row 1
soundevent "play_zombie_alert_screech"
}
event "ae_startFX" {
frame 0.0000
row 0
fxCondition_t FX_CINEMATIC_MP_1
}
event "ae_stopFX" {
frame 45.0000
row 3
fxCondition_t FX_START_DEATH_1
}
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_11.md6a
nim" {
event "ae_applyBuffModifiers" {
frame 1.0000
row 17
}
event "ae_soundNoSkip" {
frame 1.0000
row 18
soundevent ""
}
event "ae_startFX" {
frame 1.0000
row 19
fxCondition_t FX_CINEMATIC_20
}
event "ae_soundNoSkip" {
frame 0.0235
row 1
soundevent "play_zombie_alert_screech"

```

```

    }
    event "ae_startFX" {
        frame 0.0000
        row 0
        fxCondition_t FX_CINEMATIC_MP_1
    }
    event "ae_stopFX" {
        frame 45.0000
        row 3
        fxCondition_t FX_START_DEATH_1
    }
}

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_12.md6a
nim" {
    event "ae_applyBuffModifiers" {
        frame 1.0000
        row 17
    }
    event "ae_soundNoSkip" {
        frame 1.0000
        row 18
        soundevent ""
    }
    event "ae_startFX" {
        frame 1.0000
        row 19
        fxCondition_t FX_CINEMATIC_20
    }
    event "ae_soundNoSkip" {
        frame 0.0235
        row 1
        soundevent "play_zombie_alert_screech"
    }
    event "ae_startFX" {
        frame 0.0000
        row 0
        fxCondition_t FX_CINEMATIC_MP_1
    }
    event "ae_stopFX" {

```

```

    frame 45.0000
    row 3
    fxCondition_t FX_START_DEATH_1
  }
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_13.md6a
nim" {
  event "ae_applyBuffModifiers" {
    frame 1.0000
    row 17
  }
  event "ae_soundNoSkip" {
    frame 1.0000
    row 18
    soundevent ""
  }
  event "ae_startFX" {
    frame 1.0000
    row 19
    fxCondition_t FX_CINEMATIC_20
  }
  event "ae_soundNoSkip" {
    frame 0.0235
    row 1
    soundevent "play_zombie_alert_screech"
  }
  event "ae_startFX" {
    frame 0.0000
    row 0
    fxCondition_t FX_CINEMATIC_MP_1
  }
  event "ae_stopFX" {
    frame 45.0000
    row 3
    fxCondition_t FX_START_DEATH_1
  }
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_14.md6a

```

```

nim" {
    []event "ae_applyBuffModifiers" {
        []frame 1.0000
        []row 17
        []
    }
    []event "ae_soundNoSkip" {
        []frame 1.0000
        []row 18
        []soundevent ""
        []
    }
    []event "ae_startFX" {
        []frame 1.0000
        []row 19
        []fxCondition_t FX_CINEMATIC_20
        []
    }
    []event "ae_soundNoSkip" {
        []frame 0.0235
        []row 1
        []soundevent "play_zombie_alert_screech"
        []
    }
    []event "ae_startFX" {
        []frame 0.0000
        []row 0
        []fxCondition_t FX_CINEMATIC_MP_1
        []
    }
    []event "ae_stopFX" {
        []frame 45.0000
        []row 3
        []fxCondition_t FX_START_DEATH_1
        []
    }
    []
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_15.md6a
nim" {
    []event "ae_applyBuffModifiers" {
        []frame 1.0000
        []row 17
        []
    }
    []event "ae_soundNoSkip" {
        []frame 1.0000

```

```

    row 18
    soundevent ""
}

event "ae_startFX" {
    frame 1.0000
    row 19
    fxCondition_t FX_CINEMATIC_20
}

event "ae_soundNoSkip" {
    frame 0.0235
    row 1
    soundevent "play_zombie_alert_screech"
}

event "ae_startFX" {
    frame 0.0000
    row 0
    fxCondition_t FX_CINEMATIC_MP_1
}

event "ae_stopFX" {
    frame 45.0000
    row 3
    fxCondition_t FX_START_DEATH_1
}

}

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_16.md6a
nim" {
    event "ae_applyBuffModifiers" {
        frame 1.0000
        row 17
    }

    event "ae_soundNoSkip" {
        frame 1.0000
        row 18
        soundevent ""
    }

    event "ae_startFX" {
        frame 1.0000
        row 19
        fxCondition_t FX_CINEMATIC_20
    }
}

```

```

    }
    event "ae_soundNoSkip" {
        frame 0.0235
        row 1
        soundevent "play_zombie_alert_screech"
    }
    event "ae_startFX" {
        frame 0.0000
        row 0
        fxCondition_t FX_CINEMATIC_MP_1
    }
    event "ae_stopFX" {
        frame 45.0000
        row 3
        fxCondition_t FX_START_DEATH_1
    }
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_17.md6a
nim" {
    event "ae_applyBuffModifiers" {
        frame 1.0000
        row 17
    }
    event "ae_soundNoSkip" {
        frame 1.0000
        row 18
        soundevent ""
    }
    event "ae_startFX" {
        frame 1.0000
        row 19
        fxCondition_t FX_CINEMATIC_20
    }
    event "ae_soundNoSkip" {
        frame 0.0235
        row 1
        soundevent "play_zombie_alert_screech"
    }
    event "ae_startFX" {

```

```

    frame 0.0000
    row 0
    fxCondition_t FX_CINEMATIC_MP_1
}
event "ae_stopFX" {
    frame 45.0000
    row 3
    fxCondition_t FX_START_DEATH_1
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_18.md6a
nim" {
    event "ae_applyBuffModifiers" {
        frame 1.0000
        row 17
    }
    event "ae_soundNoSkip" {
        frame 1.0000
        row 18
        soundevent ""
    }
    event "ae_startFX" {
        frame 1.0000
        row 19
        fxCondition_t FX_CINEMATIC_20
    }
    event "ae_soundNoSkip" {
        frame 0.0235
        row 1
        soundevent "play_zombie_alert_screech"
    }
    event "ae_startFX" {
        frame 0.0000
        row 0
        fxCondition_t FX_CINEMATIC_MP_1
    }
    event "ae_stopFX" {
        frame 45.0000
        row 3

```

```

    fxCondition_t FX_START_DEATH_1
}
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_19.md6a
nim" {
    event "ae_applyBuffModifiers" {
        frame 1.0000
        row 17
    }
    event "ae_soundNoSkip" {
        frame 1.0000
        row 18
        soundevent ""
    }
    event "ae_startFX" {
        frame 1.0000
        row 19
        fxCondition_t FX_CINEMATIC_20
    }
    event "ae_soundNoSkip" {
        frame 0.0235
        row 1
        soundevent "play_zombie_alert_screech"
    }
    event "ae_startFX" {
        frame 0.0000
        row 0
        fxCondition_t FX_CINEMATIC_MP_1
    }
    event "ae_stopFX" {
        frame 45.0000
        row 3
        fxCondition_t FX_START_DEATH_1
    }
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_20.md6a
nim" {
    event "ae_applyBuffModifiers" {

```

```

    frame 1.0000
    row 17
}
event "ae_soundNoSkip" {
    frame 1.0000
    row 18
    soundevent ""
}
event "ae_startFX" {
    frame 1.0000
    row 19
    fxCondition_t FX_CINEMATIC_20
}
event "ae_soundNoSkip" {
    frame 0.0235
    row 1
    soundevent "play_zombie_alert_screech"
}
event "ae_startFX" {
    frame 0.0000
    row 0
    fxCondition_t FX_CINEMATIC_MP_1
}
event "ae_stopFX" {
    frame 45.0000
    row 3
    fxCondition_t FX_START_DEATH_1
}
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_21.md6a
nim" {
    event "ae_applyBuffModifiers" {
        frame 1.0000
        row 17
    }
    event "ae_soundNoSkip" {
        frame 1.0000
        row 18
        soundevent ""
    }
}

```

```

    }
    event "ae_startFX" {
        frame 1.0000
        row 19
        fxCondition_t FX_CINEMATIC_20
    }
    event "ae_soundNoSkip" {
        frame 0.0235
        row 1
        soundevent "play_zombie_alert_screech"
    }
    event "ae_startFX" {
        frame 0.0000
        row 0
        fxCondition_t FX_CINEMATIC_MP_1
    }
    event "ae_stopFX" {
        frame 45.0000
        row 3
        fxCondition_t FX_START_DEATH_1
    }
}

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_22.md6a
nim" {
    event "ae_applyBuffModifiers" {
        frame 1.0000
        row 17
    }
    event "ae_soundNoSkip" {
        frame 1.0000
        row 18
        soundevent ""
    }
    event "ae_startFX" {
        frame 1.0000
        row 19
        fxCondition_t FX_CINEMATIC_20
    }
    event "ae_soundNoSkip" {

```

```
    frame 0.0235
    row 1
    soundevent "play_zombie_alert_screech"
  }
  event "ae_startFX" {
    frame 0.0000
    row 0
    fxCondition_t FX_CINEMATIC_MP_1
  }
  event "ae_stopFX" {
    frame 45.0000
    row 3
    fxCondition_t FX_START_DEATH_1
  }
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_23.md6a
nim" {
  event "ae_applyBuffModifiers" {
    frame 1.0000
    row 17
  }
  event "ae_soundNoSkip" {
    frame 1.0000
    row 18
    soundevent ""
  }
  event "ae_startFX" {
    frame 1.0000
    row 19
    fxCondition_t FX_CINEMATIC_20
  }
  event "ae_soundNoSkip" {
    frame 0.0235
    row 1
    soundevent "play_zombie_alert_screech"
  }
  event "ae_startFX" {
    frame 0.0000
    row 0
```

```

    fxCCondition_t FX_CINEMATIC_MP_1
}

event "ae_stopFX" {
    frame 45.0000
    row 3
    fxCCondition_t FX_START_DEATH_1
}

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_back/lower_body_01.md6
anim" {
    event "ae_applyBuffModifiers" {
        frame 1.0000
        row 17
    }
    event "ae_soundNoSkip" {
        frame 1.0000
        row 18
        soundevent ""
    }
    event "ae_startFX" {
        frame 1.0000
        row 19
        fxCCondition_t FX_CINEMATIC_20
    }
    event "ae_soundNoSkip" {
        frame 0.0235
        row 1
        soundevent "play_zombie_alert_screech"
    }
    event "ae_startFX" {
        frame 0.0000
        row 0
        fxCCondition_t FX_CINEMATIC_MP_1
    }
    event "ae_stopFX" {
        frame 45.0000
        row 3
        fxCCondition_t FX_START_DEATH_1
    }
}

```

```

    }
    anim
    "md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_back/lower_body_inplace_01.md6anim" {
        event "ae_applyBuffModifiers" {
            frame 1.0000
            row 17
        }
        event "ae_soundNoSkip" {
            frame 1.0000
            row 18
            soundevent ""
        }
        event "ae_startFX" {
            frame 1.0000
            row 19
            fxCondition_t FX_CINEMATIC_20
        }
        event "ae_soundNoSkip" {
            frame 0.0235
            row 1
            soundevent "play_zombie_alert_screech"
        }
        event "ae_startFX" {
            frame 0.0000
            row 0
            fxCondition_t FX_CINEMATIC_MP_1
        }
        event "ae_stopFX" {
            frame 45.0000
            row 3
            fxCondition_t FX_START_DEATH_1
        }
    }
    anim
    "md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_back/lower_body_inplace_02.md6anim" {
        event "ae_applyBuffModifiers" {
            frame 1.0000
            row 17

```

```

    }
    event "ae_soundNoSkip" {
        frame 1.0000
        row 18
        soundevent ""
    }
    event "ae_startFX" {
        frame 1.0000
        row 19
        fxCondition_t FX_CINEMATIC_20
    }
    event "ae_soundNoSkip" {
        frame 0.0235
        row 1
        soundevent "play_zombie_alert_screech"
    }
    event "ae_startFX" {
        frame 0.0000
        row 0
        fxCondition_t FX_CINEMATIC_MP_1
    }
    event "ae_stopFX" {
        frame 45.0000
        row 3
        fxCondition_t FX_START_DEATH_1
    }
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_back/upper_body_01.md6
anim" {
    event "ae_applyBuffModifiers" {
        frame 1.0000
        row 17
    }
    event "ae_soundNoSkip" {
        frame 1.0000
        row 18
        soundevent ""
    }
    event "ae_startFX" {

```

```

    []frame 1.0000
    []row 19
    []fxCondition_t FX_CINEMATIC_20
    []
    []event "ae_soundNoSkip" {
    []frame 0.0235
    []row 1
    []soundevent "play_zombie_alert_screech"
    []
    []event "ae_startFX" {
    []frame 0.0000
    []row 0
    []fxCondition_t FX_CINEMATIC_MP_1
    []
    []event "ae_stopFX" {
    []frame 45.0000
    []row 3
    []fxCondition_t FX_START_DEATH_1
    []
    []
    []anim
    "md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_back/upper_body_inplac
    e_01.md6anim" {
    []event "ae_applyBuffModifiers" {
    []frame 1.0000
    []row 17
    []
    []event "ae_soundNoSkip" {
    []frame 1.0000
    []row 18
    []soundevent ""
    []
    []event "ae_startFX" {
    []frame 1.0000
    []row 19
    []fxCondition_t FX_CINEMATIC_20
    []
    []event "ae_soundNoSkip" {
    []frame 0.0235
    []row 1

```

```

    [][[soundevent "play_zombie_alert_screech"
    [][[
    [][event "ae_startFX" {
    [][frame 0.0000
    [][row 0
    [][fxCondition_t FX_CINEMATIC_MP_1
    [][[
    [][event "ae_stopFX" {
    [][frame 45.0000
    [][row 3
    [][fxCondition_t FX_START_DEATH_1
    [][[
    [][[
    [][anim
    "md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/chest_01.md6anim
    " {
    [][event "ae_applyBuffModifiers" {
    [][frame 1.0000
    [][row 17
    [][[
    [][event "ae_soundNoSkip" {
    [][frame 1.0000
    [][row 18
    [][soundevent ""
    [][[
    [][event "ae_startFX" {
    [][frame 1.0000
    [][row 19
    [][fxCondition_t FX_CINEMATIC_20
    [][[
    [][event "ae_soundNoSkip" {
    [][frame 0.0235
    [][row 1
    [][soundevent "play_zombie_alert_screech"
    [][[
    [][event "ae_startFX" {
    [][frame 0.0000
    [][row 0
    [][fxCondition_t FX_CINEMATIC_MP_1
    [][[

```

```

event "ae_stopFX" {
    frame 45.0000
    row 3
    fxCondition_t FX_START_DEATH_1
}
}

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/chest_in_place_0
1.md6anim" {
    event "ae_applyBuffModifiers" {
        frame 1.0000
        row 17
    }
    event "ae_soundNoSkip" {
        frame 1.0000
        row 18
        soundevent ""
    }
    event "ae_startFX" {
        frame 1.0000
        row 19
        fxCondition_t FX_CINEMATIC_20
    }
    event "ae_soundNoSkip" {
        frame 0.0235
        row 1
        soundevent "play_zombie_alert_screech"
    }
    event "ae_startFX" {
        frame 0.0000
        row 0
        fxCondition_t FX_CINEMATIC_MP_1
    }
    event "ae_stopFX" {
        frame 45.0000
        row 3
        fxCondition_t FX_START_DEATH_1
    }
}
}

anim

```

```

"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/gut_01.md6anim"
{
    []event "ae_applyBuffModifiers" {
        []frame 1.0000
        []row 17
        []
    }
    []event "ae_soundNoSkip" {
        []frame 1.0000
        []row 18
        []soundevent ""
        []
    }
    []event "ae_startFX" {
        []frame 1.0000
        []row 19
        []fxCondition_t FX_CINEMATIC_20
        []
    }
    []event "ae_soundNoSkip" {
        []frame 0.0235
        []row 1
        []soundevent "play_zombie_alert_screech"
        []
    }
    []event "ae_startFX" {
        []frame 0.0000
        []row 0
        []fxCondition_t FX_CINEMATIC_MP_1
        []
    }
    []event "ae_stopFX" {
        []frame 45.0000
        []row 3
        []fxCondition_t FX_START_DEATH_1
        []
    }
    []
}
[]anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/gut_inplace_01.m
d6anim" {
    []event "ae_applyBuffModifiers" {
        []frame 1.0000
        []row 17
        []
    }
    []event "ae_soundNoSkip" {

```

```

    frame 1.0000
    row 18
    soundevent ""
}
event "ae_startFX" {
    frame 1.0000
    row 19
    fxCondition_t FX_CINEMATIC_20
}
event "ae_soundNoSkip" {
    frame 0.0235
    row 1
    soundevent "play_zombie_alert_screech"
}
event "ae_startFX" {
    frame 0.0000
    row 0
    fxCondition_t FX_CINEMATIC_MP_1
}
event "ae_stopFX" {
    frame 45.0000
    row 3
    fxCondition_t FX_START_DEATH_1
}
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/left_arm_01.md6a
nim" {
    event "ae_applyBuffModifiers" {
        frame 1.0000
        row 17
    }
    event "ae_soundNoSkip" {
        frame 1.0000
        row 18
        soundevent ""
    }
    event "ae_startFX" {
        frame 1.0000
        row 19

```

```

    [fxCondition_t FX_CINEMATIC_20
    ]
    [event "ae_soundNoSkip" {
    [frame 0.0235
    [row 1
    [soundevent "play_zombie_alert_screech"
    ]
    [event "ae_startFX" {
    [frame 0.0000
    [row 0
    [fxCondition_t FX_CINEMATIC_MP_1
    ]
    [event "ae_stopFX" {
    [frame 45.0000
    [row 3
    [fxCondition_t FX_START_DEATH_1
    ]
    ]
    [anim
    "md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/left_arm_in_place_01.md6anim" {
    [event "ae_applyBuffModifiers" {
    [frame 1.0000
    [row 17
    ]
    [event "ae_soundNoSkip" {
    [frame 1.0000
    [row 18
    [soundevent ""
    ]
    [event "ae_startFX" {
    [frame 1.0000
    [row 19
    [fxCondition_t FX_CINEMATIC_20
    ]
    [event "ae_soundNoSkip" {
    [frame 0.0235
    [row 1
    [soundevent "play_zombie_alert_screech"
    ]
    ]

```

```

    []event "ae_startFX" {
        []frame 0.0000
        []row 0
        []fxCondition_t FX_CINEMATIC_MP_1
    }
    []event "ae_stopFX" {
        []frame 45.0000
        []row 3
        []fxCondition_t FX_START_DEATH_1
    }
    []
    []anim
    "md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/left_leg_01.md6a
nim" {
    []event "ae_applyBuffModifiers" {
        []frame 1.0000
        []row 17
    }
    []event "ae_soundNoSkip" {
        []frame 1.0000
        []row 18
        []soundevent ""
    }
    []event "ae_startFX" {
        []frame 1.0000
        []row 19
        []fxCondition_t FX_CINEMATIC_20
    }
    []event "ae_soundNoSkip" {
        []frame 0.0235
        []row 1
        []soundevent "play_zombie_alert_screech"
    }
    []event "ae_startFX" {
        []frame 0.0000
        []row 0
        []fxCondition_t FX_CINEMATIC_MP_1
    }
    []event "ae_stopFX" {
        []frame 45.0000

```

```

    }row 3
    {fxCondition_t FX_START_DEATH_1
    }
    }
    anim
    "md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/left_leg_inplace
    _01.md6anim" {
    {event "ae_applyBuffModifiers" {
    {frame 1.0000
    {row 17
    }
    {event "ae_soundNoSkip" {
    {frame 1.0000
    {row 18
    {soundevent ""
    }
    {event "ae_startFX" {
    {frame 1.0000
    {row 19
    {fxCondition_t FX_CINEMATIC_20
    }
    {event "ae_soundNoSkip" {
    {frame 0.0235
    {row 1
    {soundevent "play_zombie_alert_screech"
    }
    {event "ae_startFX" {
    {frame 0.0000
    {row 0
    {fxCondition_t FX_CINEMATIC_MP_1
    }
    {event "ae_stopFX" {
    {frame 45.0000
    {row 3
    {fxCondition_t FX_START_DEATH_1
    }
    }
    anim
    "md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/right_arm_01.md6
    anim" {

```

```

    []event "ae_applyBuffModifiers" {
        []frame 1.0000
        []row 17
        []
    }
    []event "ae_soundNoSkip" {
        []frame 1.0000
        []row 18
        []soundevent ""
        []
    }
    []event "ae_startFX" {
        []frame 1.0000
        []row 19
        []fxCondition_t FX_CINEMATIC_20
        []
    }
    []event "ae_soundNoSkip" {
        []frame 0.0235
        []row 1
        []soundevent "play_zombie_alert_screech"
        []
    }
    []event "ae_startFX" {
        []frame 0.0000
        []row 0
        []fxCondition_t FX_CINEMATIC_MP_1
        []
    }
    []event "ae_stopFX" {
        []frame 45.0000
        []row 3
        []fxCondition_t FX_START_DEATH_1
        []
    }
    []
    []anim
    "md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/right_arm_inplac
e_01.md6anim" {
        []event "ae_applyBuffModifiers" {
            []frame 1.0000
            []row 17
            []
        }
        []event "ae_soundNoSkip" {
            []frame 1.0000
            []row 18

```

```

    []soundevent ""
    []
    []event "ae_startFX" {
        []frame 1.0000
        []row 19
        []fxCondition_t FX_CINEMATIC_20
    }
    []event "ae_soundNoSkip" {
        []frame 0.0235
        []row 1
        []soundevent "play_zombie_alert_screech"
    }
    []event "ae_startFX" {
        []frame 0.0000
        []row 0
        []fxCondition_t FX_CINEMATIC_MP_1
    }
    []event "ae_stopFX" {
        []frame 45.0000
        []row 3
        []fxCondition_t FX_START_DEATH_1
    }
    []
    []anim
    "md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/right_leg_01.md6
    anim" {
        []event "ae_applyBuffModifiers" {
            []frame 1.0000
            []row 17
        }
        []event "ae_soundNoSkip" {
            []frame 1.0000
            []row 18
        }
        []soundevent ""
        []
        []event "ae_startFX" {
            []frame 1.0000
            []row 19
            []fxCondition_t FX_CINEMATIC_20
        }
    }

```

```

    []event "ae_soundNoSkip" {
        []frame 0.0235
        []row 1
        []soundevent "play_zombie_alert_screech"
        []
    }
    []event "ae_startFX" {
        []frame 0.0000
        []row 0
        []fxCondition_t FX_CINEMATIC_MP_1
        []
    }
    []event "ae_stopFX" {
        []frame 45.0000
        []row 3
        []fxCondition_t FX_START_DEATH_1
        []
    }
    []anim
    "md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/right_leg_inplac
e_01.md6anim" {
        []event "ae_applyBuffModifiers" {
            []frame 1.0000
            []row 17
            []
        }
        []event "ae_soundNoSkip" {
            []frame 1.0000
            []row 18
            []soundevent ""
            []
        }
        []event "ae_startFX" {
            []frame 1.0000
            []row 19
            []fxCondition_t FX_CINEMATIC_20
            []
        }
        []event "ae_soundNoSkip" {
            []frame 0.0235
            []row 1
            []soundevent "play_zombie_alert_screech"
            []
        }
        []event "ae_startFX" {
            []frame 0.0000

```

```

    row 0
    fxCondition_t FX_CINEMATIC_MP_1
  }
  event "ae_stopFX" {
    frame 45.0000
    row 3
    fxCondition_t FX_START_DEATH_1
  }
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/upper_body.md6anim" {
  event "ae_applyBuffModifiers" {
    frame 1.0000
    row 17
  }
  event "ae_soundNoSkip" {
    frame 1.0000
    row 18
    soundevent ""
  }
  event "ae_startFX" {
    frame 1.0000
    row 19
    fxCondition_t FX_CINEMATIC_20
  }
  event "ae_soundNoSkip" {
    frame 0.0235
    row 1
    soundevent "play_zombie_alert_screech"
  }
  event "ae_startFX" {
    frame 0.0000
    row 0
    fxCondition_t FX_CINEMATIC_MP_1
  }
  event "ae_stopFX" {
    frame 45.0000
    row 3
    fxCondition_t FX_START_DEATH_1

```

```

    }
  }
  anim
  "md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_left/lower_body_01.md6
  anim" {
    event "ae_applyBuffModifiers" {
      frame 1.0000
      row 17
    }
    event "ae_soundNoSkip" {
      frame 1.0000
      row 18
      soundevent ""
    }
    event "ae_startFX" {
      frame 1.0000
      row 19
      fxCondition_t FX_CINEMATIC_20
    }
    event "ae_soundNoSkip" {
      frame 0.0235
      row 1
      soundevent "play_zombie_alert_screech"
    }
    event "ae_startFX" {
      frame 0.0000
      row 0
      fxCondition_t FX_CINEMATIC_MP_1
    }
    event "ae_stopFX" {
      frame 45.0000
      row 3
      fxCondition_t FX_START_DEATH_1
    }
  }
  anim
  "md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_left/lower_body_inplac
  e_01.md6anim" {
    event "ae_applyBuffModifiers" {
      frame 1.0000

```

```

    row 17
  }
  event "ae_soundNoSkip" {
    frame 1.0000
    row 18
    soundevent ""
  }
  event "ae_startFX" {
    frame 1.0000
    row 19
    fxCondition_t FX_CINEMATIC_20
  }
  event "ae_soundNoSkip" {
    frame 0.0235
    row 1
    soundevent "play_zombie_alert_screech"
  }
  event "ae_startFX" {
    frame 0.0000
    row 0
    fxCondition_t FX_CINEMATIC_MP_1
  }
  event "ae_stopFX" {
    frame 45.0000
    row 3
    fxCondition_t FX_START_DEATH_1
  }
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_left/upper_body_inplace_01.md6anim" {
  event "ae_applyBuffModifiers" {
    frame 1.0000
    row 17
  }
  event "ae_soundNoSkip" {
    frame 1.0000
    row 18
    soundevent ""
  }
}

```

```

    []event "ae_startFX" {
        []frame 1.0000
        []row 19
        []fxCondition_t FX_CINEMATIC_20
    }
    []event "ae_soundNoSkip" {
        []frame 0.0235
        []row 1
        []soundevent "play_zombie_alert_screech"
    }
    []event "ae_startFX" {
        []frame 0.0000
        []row 0
        []fxCondition_t FX_CINEMATIC_MP_1
    }
    []event "ae_stopFX" {
        []frame 45.0000
        []row 3
        []fxCondition_t FX_START_DEATH_1
    }
    []
    []anim
    "md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_left/upper_body_01.md6
    anim" {
        []event "ae_applyBuffModifiers" {
            []frame 1.0000
            []row 17
        }
        []event "ae_soundNoSkip" {
            []frame 1.0000
            []row 18
            []soundevent ""
        }
        []event "ae_startFX" {
            []frame 1.0000
            []row 19
            []fxCondition_t FX_CINEMATIC_20
        }
        []event "ae_soundNoSkip" {
            []frame 0.0235

```

```

row 1
soundevent "play_zombie_alert_screech"
}
event "ae_startFX" {
frame 0.0000
row 0
fxCondition_t FX_CINEMATIC_MP_1
}
event "ae_stopFX" {
frame 45.0000
row 3
fxCondition_t FX_START_DEATH_1
}
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_right/lower_body_01.md
6anim" {
event "ae_applyBuffModifiers" {
frame 1.0000
row 17
}
event "ae_soundNoSkip" {
frame 1.0000
row 18
soundevent ""
}
event "ae_startFX" {
frame 1.0000
row 19
fxCondition_t FX_CINEMATIC_20
}
event "ae_soundNoSkip" {
frame 0.0235
row 1
soundevent "play_zombie_alert_screech"
}
event "ae_startFX" {
frame 0.0000
row 0
fxCondition_t FX_CINEMATIC_MP_1

```

```

    }
    event "ae_stopFX" {
        frame 45.0000
        row 3
        fxCondition_t FX_START_DEATH_1
    }
}

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_right/lower_body_inplace_01.md6anim" {
    event "ae_applyBuffModifiers" {
        frame 1.0000
        row 17
    }
    event "ae_soundNoSkip" {
        frame 1.0000
        row 18
        soundevent ""
    }
    event "ae_startFX" {
        frame 1.0000
        row 19
        fxCondition_t FX_CINEMATIC_20
    }
    event "ae_soundNoSkip" {
        frame 0.0235
        row 1
        soundevent "play_zombie_alert_screech"
    }
    event "ae_startFX" {
        frame 0.0000
        row 0
        fxCondition_t FX_CINEMATIC_MP_1
    }
    event "ae_stopFX" {
        frame 45.0000
        row 3
        fxCondition_t FX_START_DEATH_1
    }
}

```

```

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_right/upper_body_01.md
6anim" {
    event "ae_applyBuffModifiers" {
        frame 1.0000
        row 17
    }
    event "ae_soundNoSkip" {
        frame 1.0000
        row 18
        soundevent ""
    }
    event "ae_startFX" {
        frame 1.0000
        row 19
        fxCondition_t FX_CINEMATIC_20
    }
    event "ae_soundNoSkip" {
        frame 0.0235
        row 1
        soundevent "play_zombie_alert_screech"
    }
    event "ae_startFX" {
        frame 0.0000
        row 0
        fxCondition_t FX_CINEMATIC_MP_1
    }
    event "ae_stopFX" {
        frame 45.0000
        row 3
        fxCondition_t FX_START_DEATH_1
    }
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_right/upper_body_inpla
ce_01.md6anim" {
    event "ae_applyBuffModifiers" {
        frame 1.0000
        row 17
    }
}

```

```
    event "ae_soundNoSkip" {
        frame 1.0000
        row 18
        soundevent ""
    }
    event "ae_startFX" {
        frame 1.0000
        row 19
        fxCondition_t FX_CINEMATIC_20
    }
    event "ae_soundNoSkip" {
        frame 0.0235
        row 1
        soundevent "play_zombie_alert_screech"
    }
    event "ae_startFX" {
        frame 0.0000
        row 0
        fxCondition_t FX_CINEMATIC_MP_1
    }
    event "ae_stopFX" {
        frame 45.0000
        row 3
        fxCondition_t FX_START_DEATH_1
    }
}
```

Tyrants

e5m1_spear\generated\decls\aimovementgraph\tyrant.decl

Tyrants should not be able to walk because that causes clients to crash.

```
{  
  edit = {  
  }  
}
```

Cueballs

gameresources\generated\decls\md6def\md6def\characters\monsters\zombie_cueball\base\zombie_cueball.md6.decl

Cueballs should instantly explode on death.

```
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_02.md6anim" {
    event "ae_goreEnableByName" {
        frame 4.7773
        row 3
        locked 0
        string "full_body"
    }
    event "ae_startRagdoll" {
        frame 0.9593
        row 3
        locked 0
        int 0
        int 0
        int 0
    }
    event "ae_detonateSelf" {
        frame 0.5000
        row 1
        locked 0
        explosion ""
    }
    event "ae_radiusDamage" {
        frame 0.0000
        row 1
        locked 0
        damage "damage/ai/zombie/cueball"
        string "full_body"
    }
}
```

```

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_01.md6a
nim" {
    event "ae_goreEnableByName" {
        frame 9.5611
        row 2
        locked 0
        string "full_body"
    }
    event "ae_startRagdoll" {
        frame 0.9593
        row 3
        locked 0
        int 0
        int 0
        int 0
    }
    event "ae_detonateSelf" {
        frame 0.5000
        row 1
        locked 0
        explosion ""
    }
    event "ae_radiusDamage" {
        frame 0.0000
        row 1
        locked 0
        damage "damage/ai/zombie/cueball"
        string "full_body"
    }
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_03.md6a
nim" {
    event "ae_goreEnableByName" {
        frame 0.0000
        row 4
        locked 0
        string "full_body"
    }
}

```

```

    []event "ae_startRagdoll" {
        []frame 0.9593
        []row 3
        []locked 0
        []int 0
        []int 0
        []int 0
    }

    []event "ae_detonateSelf" {
        []frame 0.5000
        []row 1
        []locked 0
        []explosion ""
    }

    []event "ae_radiusDamage" {
        []frame 0.0000
        []row 1
        []locked 0
        []damage "damage/ai/zombie/cueball"
        []string "full_body"
    }

    []
    []
    []anim
    "md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_04.md6a
    nim" {
        []event "ae_goreEnableByName" {
            []frame 0.0010
            []row 2
            []locked 0
            []string "full_body"
        }

        []event "ae_startRagdoll" {
            []frame 0.9593
            []row 3
            []locked 0
            []int 0
            []int 0
            []int 0
        }

        []event "ae_detonateSelf" {

```

```
    frame 0.5000
    row 1
    locked 0
    explosion ""
  }
  event "ae_radiusDamage" {
    frame 0.0000
    row 1
    locked 0
    damage "damage/ai/zombie/cueball"
    string "full_body"
  }
}

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_06.md6a
nim" {
  event "ae_goreEnableByName" {
    frame 0.0010
    row 2
    locked 0
    string "full_body"
  }
  event "ae_startRagdoll" {
    frame 0.9593
    row 3
    locked 0
    int 0
    int 0
    int 0
  }
  event "ae_detonateSelf" {
    frame 0.5000
    row 1
    locked 0
    explosion ""
  }
  event "ae_radiusDamage" {
    frame 0.0000
    row 1
    locked 0
```

```

    []damage "damage/ai/zombie/cueball"
    []string "full_body"
  []
}

[]anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_07.md6a
nim" {
  []event "ae_goreEnableByName" {
    []frame 0.0010
    []row 2
    []locked 0
    []string "full_body"
  []
  []event "ae_startRagdoll" {
    []frame 0.9593
    []row 3
    []locked 0
    []int 0
    []int 0
    []int 0
  []
  []event "ae_detonateSelf" {
    []frame 0.5000
    []row 1
    []locked 0
    []explosion ""
  []
  []event "ae_radiusDamage" {
    []frame 0.0000
    []row 1
    []locked 0
    []damage "damage/ai/zombie/cueball"
    []string "full_body"
  []
  []
  []anim
  "md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_08.md6a
  nim" {
    []event "ae_goreEnableByName" {
      []frame 0.0010

```

```

    row 2
    locked 0
    string "full_body"
  }
  event "ae_startRagdoll" {
    frame 0.9593
    row 3
    locked 0
    int 0
    int 0
    int 0
  }
  event "ae_detonateSelf" {
    frame 0.5000
    row 1
    locked 0
    explosion ""
  }
  event "ae_radiusDamage" {
    frame 0.0000
    row 1
    locked 0
    damage "damage/ai/zombie/cueball"
    string "full_body"
  }
}

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_09.md6a
nim" {
  event "ae_goreEnableByName" {
    frame 0.0010
    row 2
    locked 0
    string "full_body"
  }
  event "ae_startRagdoll" {
    frame 0.9593
    row 3
    locked 0
    int 0

```

```

int 0
int 0
}
event "ae_detonateSelf" {
    frame 0.5000
    row 1
    locked 0
    explosion ""
}
event "ae_radiusDamage" {
    frame 0.0000
    row 1
    locked 0
    damage "damage/ai/zombie/cueball"
    string "full_body"
}
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_10.md6a
nim" {
    event "ae_goreEnableByName" {
        frame 0.0010
        row 2
        locked 0
        string "full_body"
    }
    event "ae_startRagdoll" {
        frame 0.9593
        row 3
        locked 0
        int 0
        int 0
        int 0
    }
    event "ae_detonateSelf" {
        frame 0.5000
        row 1
        locked 0
        explosion ""
    }
}

```

```
event "ae_radiusDamage" {
    frame 0.0000
    row 1
    locked 0
    damage "damage/ai/zombie/cueball"
    string "full_body"
}

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_11.md6anim" {
    event "ae_goreEnableByName" {
        frame 0.0010
        row 2
        locked 0
        string "full_body"
    }
    event "ae_startRagdoll" {
        frame 0.9593
        row 3
        locked 0
        int 0
        int 0
        int 0
    }
    event "ae_detonateSelf" {
        frame 0.5000
        row 1
        locked 0
        explosion ""
    }
    event "ae_radiusDamage" {
        frame 0.0000
        row 1
        locked 0
        damage "damage/ai/zombie/cueball"
        string "full_body"
    }
    anim
```

```

"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_12.md6a
nim" {
  []event "ae_goreEnableByName" {
    []frame 0.0010
    []row 2
    []locked 0
    []string "full_body"
    []}
  []event "ae_startRagdoll" {
    []frame 0.9593
    []row 3
    []locked 0
    []int 0
    []int 0
    []int 0
    []}
  []event "ae_detonateSelf" {
    []frame 0.5000
    []row 1
    []locked 0
    []explosion ""
    []}
  []event "ae_radiusDamage" {
    []frame 0.0000
    []row 1
    []locked 0
    []damage "damage/ai/zombie/cueball"
    []string "full_body"
    []}
  []}
  []anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_13.md6a
nim" {
  []event "ae_goreEnableByName" {
    []frame 0.0010
    []row 2
    []locked 0
    []string "full_body"
    []}
  []event "ae_startRagdoll" {

```

```

    []frame 0.9593
    []row 3
    []locked 0
    []int 0
    []int 0
    []int 0
    []}

    []event "ae_detonateSelf" {
        []frame 0.5000
        []row 1
        []locked 0
        []explosion ""
        []}

    []event "ae_radiusDamage" {
        []frame 0.0000
        []row 1
        []locked 0
        []damage "damage/ai/zombie/cueball"
        []string "full_body"
        []}
    []}

    []anim
    "md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_14.md6a
    nim" {
        []event "ae_goreEnableByName" {
            []frame 0.0010
            []row 2
            []locked 0
            []string "full_body"
            []}

        []event "ae_startRagdoll" {
            []frame 0.9593
            []row 3
            []locked 0
            []int 0
            []int 0
            []int 0
            []}

        []event "ae_detonateSelf" {
            []frame 0.5000

```

```

    row 1
    locked 0
    explosion ""
  }
  event "ae_radiusDamage" {
    frame 0.0000
    row 1
    locked 0
    damage "damage/ai/zombie/cueball"
    string "full_body"
  }
}

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_15.md6a
nim" {
  event "ae_goreEnableByName" {
    frame 0.0010
    row 2
    locked 0
    string "full_body"
  }
  event "ae_startRagdoll" {
    frame 0.9593
    row 3
    locked 0
    int 0
    int 0
    int 0
  }
  event "ae_detonateSelf" {
    frame 0.5000
    row 1
    locked 0
    explosion ""
  }
  event "ae_radiusDamage" {
    frame 0.0000
    row 1
    locked 0
    damage "damage/ai/zombie/cueball"

```

```

    string "full_body"
  }
}

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_16.md6a
nim" {
  event "ae_goreEnableByName" {
    frame 0.0010
    row 2
    locked 0
    string "full_body"
  }
  event "ae_startRagdoll" {
    frame 0.9593
    row 3
    locked 0
    int 0
    int 0
    int 0
  }
  event "ae_detonateSelf" {
    frame 0.5000
    row 1
    locked 0
    explosion ""
  }
  event "ae_radiusDamage" {
    frame 0.0000
    row 1
    locked 0
    damage "damage/ai/zombie/cueball"
    string "full_body"
  }
}

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_17.md6a
nim" {
  event "ae_goreEnableByName" {
    frame 0.0010
    row 2

```

```

    locked 0
    string "full_body"
}

event "ae_startRagdoll" {
    frame 0.9593
    row 3
    locked 0
    int 0
    int 0
    int 0
}

event "ae_detonateSelf" {
    frame 0.5000
    row 1
    locked 0
    explosion ""
}

event "ae_radiusDamage" {
    frame 0.0000
    row 1
    locked 0
    damage "damage/ai/zombie/cueball"
    string "full_body"
}

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_18.md6a
nim" {
    event "ae_goreEnableByName" {
        frame 0.0010
        row 2
        locked 0
        string "full_body"
    }

    event "ae_startRagdoll" {
        frame 0.9593
        row 3
        locked 0
        int 0
        int 0
    }
}

```

```

int 0
}
event "ae_detonateSelf" {
    frame 0.5000
    row 1
    locked 0
    explosion ""
}
event "ae_radiusDamage" {
    frame 0.0000
    row 1
    locked 0
    damage "damage/ai/zombie/cueball"
    string "full_body"
}
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_19.md6a
nim" {
    event "ae_goreEnableByName" {
        frame 0.0010
        row 2
        locked 0
        string "full_body"
    }
    event "ae_startRagdoll" {
        frame 0.9593
        row 3
        locked 0
        int 0
        int 0
        int 0
    }
    event "ae_detonateSelf" {
        frame 0.5000
        row 1
        locked 0
        explosion ""
    }
    event "ae_radiusDamage" {

```

```

    frame 0.0000
    row 1
    locked 0
    damage "damage/ai/zombie/cueball"
    string "full_body"
  }
}

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_20.md6a
nim" {
  event "ae_goreEnableByName" {
    frame 0.0010
    row 2
    locked 0
    string "full_body"
  }
  event "ae_startRagdoll" {
    frame 0.9593
    row 3
    locked 0
    int 0
    int 0
    int 0
  }
  event "ae_detonateSelf" {
    frame 0.5000
    row 1
    locked 0
    explosion ""
  }
  event "ae_radiusDamage" {
    frame 0.0000
    row 1
    locked 0
    damage "damage/ai/zombie/cueball"
    string "full_body"
  }
}

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_21.md6a

```

```

nim" {
  []event "ae_goreEnableByName" {
    []frame 0.0010
    []row 2
    []locked 0
    []string "full_body"
  }
  []event "ae_startRagdoll" {
    []frame 0.9593
    []row 3
    []locked 0
    []int 0
    []int 0
    []int 0
  }
  []event "ae_detonateSelf" {
    []frame 0.5000
    []row 1
    []locked 0
    []explosion ""
  }
  []event "ae_radiusDamage" {
    []frame 0.0000
    []row 1
    []locked 0
    []damage "damage/ai/zombie/cueball"
    []string "full_body"
  }
}
[]anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_22.md6a
nim" {
  []event "ae_goreEnableByName" {
    []frame 0.0010
    []row 2
    []locked 0
    []string "full_body"
  }
  []event "ae_startRagdoll" {
    []frame 0.9593

```

```

    row 3
    locked 0
    int 0
    int 0
    int 0
  }
  event "ae_detonateSelf" {
    frame 0.5000
    row 1
    locked 0
    explosion ""
  }
  event "ae_radiusDamage" {
    frame 0.0000
    row 1
    locked 0
    damage "damage/ai/zombie/cueball"
    string "full_body"
  }
}

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_23.md6a
nim" {
  event "ae_goreEnableByName" {
    frame 0.0010
    row 2
    locked 0
    string "full_body"
  }
  event "ae_startRagdoll" {
    frame 0.9593
    row 3
    locked 0
    int 0
    int 0
    int 0
  }
  event "ae_detonateSelf" {
    frame 0.5000
    row 1

```

```

    locked 0
    explosion ""
}

event "ae_radiusDamage" {
    frame 0.0000
    row 1
    locked 0
    damage "damage/ai/zombie/cueball"
    string "full_body"
}

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_back/head_v1.md6anim" {
    event "ae_goreEnableByName" {
        frame 0.0010
        row 4
        locked 0
        string "full_body"
    }

    event "ae_detonateSelf" {
        frame 0.5000
        row 1
        locked 0
        explosion ""
    }

    event "ae_radiusDamage" {
        frame 0.0000
        row 1
        locked 0
        damage "damage/ai/zombie/cueball"
        string "full_body"
    }

    anim "md6/characters/monsters/zombie_tier1/base/motion/death/burn/burn_01.md6anim" {
        event "ae_goreEnableByName" {
            frame 0.0010
            row 5
            locked 0
            string "full_body"

```

```

    }
    event "ae_detonateSelf" {
        frame 0.5000
        row 1
        locked 0
        explosion ""
    }
    event "ae_radiusDamage" {
        frame 0.0000
        row 1
        locked 0
        damage "damage/ai/zombie/cueball"
        string "full_body"
    }
}

anim "md6/characters/monsters/zombie_tier1/base/motion/death/burn/burn_02.md6anim" {
    event "ae_goreEnableByName" {
        frame 0.0010
        row 3
        locked 0
        string "full_body"
    }
    event "ae_detonateSelf" {
        frame 0.5000
        row 1
        locked 0
        explosion ""
    }
    event "ae_radiusDamage" {
        frame 0.0000
        row 1
        locked 0
        damage "damage/ai/zombie/cueball"
        string "full_body"
    }
}

anim "md6/characters/monsters/zombie_tier1/base/motion/death/melee/forced_back_01.md6anim" {
    event "ae_goreEnableByName" {
        frame 0.0010
        row 2

```

```

    locked 0
    string "full_body"
}

event "ae_detonateSelf" {
    frame 0.5000
    row 1
    locked 0
    explosion ""
}

event "ae_radiusDamage" {
    frame 0.0000
    row 1
    locked 0
    damage "damage/ai/zombie/cueball"
    string "full_body"
}

anim "md6/characters/monsters/zombie_tier1/base/motion/death/melee/forced_back_02.md6anim" {
    event "ae_goreEnableByName" {
        frame 0.0010
        row 2
        locked 0
        string "full_body"
    }

    event "ae_detonateSelf" {
        frame 0.5000
        row 1
        locked 0
        explosion ""
    }

    event "ae_radiusDamage" {
        frame 0.0000
        row 1
        locked 0
        damage "damage/ai/zombie/cueball"
        string "full_body"
    }
}

anim "md6/characters/monsters/zombie_tier1/base/motion/death/melee/forced_back_03.md6anim" {
    event "ae_goreEnableByName" {

```

```
    frame 0.0010
    row 2
    locked 0
    string "full_body"
  }
  event "ae_detonateSelf" {
    frame 0.5000
    row 1
    locked 0
    explosion ""
  }
  event "ae_radiusDamage" {
    frame 0.0000
    row 1
    locked 0
    damage "damage/ai/zombie/cueball"
    string "full_body"
  }
}

anim "md6/characters/monsters/zombie_tier1/base/motion/death/melee/forced_back_04.md6anim" {
  event "ae_goreEnableByName" {
    frame 0.0010
    row 2
    locked 0
    string "full_body"
  }
  event "ae_detonateSelf" {
    frame 0.5000
    row 1
    locked 0
    explosion ""
  }
  event "ae_radiusDamage" {
    frame 0.0000
    row 1
    locked 0
    damage "damage/ai/zombie/cueball"
    string "full_body"
  }
}
```

```
anim "md6/characters/monsters/zombie_tier1/base/motion/death/melee/forced_back_05.md6anim" {
  event "ae_goreEnableByName" {
    frame 0.0010
    row 2
    locked 0
    string "full_body"
  }
  event "ae_detonateSelf" {
    frame 0.5000
    row 1
    locked 0
    explosion ""
  }
  event "ae_radiusDamage" {
    frame 0.0000
    row 1
    locked 0
    damage "damage/ai/zombie/cueball"
    string "full_body"
  }
}

anim "md6/characters/monsters/zombie_tier1/base/motion/death/melee/forced_back_06.md6anim" {
  event "ae_goreEnableByName" {
    frame 0.0010
    row 2
    locked 0
    string "full_body"
  }
  event "ae_detonateSelf" {
    frame 0.5000
    row 1
    locked 0
    explosion ""
  }
  event "ae_radiusDamage" {
    frame 0.0000
    row 1
    locked 0
    damage "damage/ai/zombie/cueball"
    string "full_body"
  }
}
```

```

    }
}

anim "md6/characters/monsters/zombie_tier1/base/motion/death/melee/forced_back_07.md6anim" {
    event "ae_goreEnableByName" {
        frame 0.0010
        row 2
        locked 0
        string "full_body"
    }
    event "ae_detonateSelf" {
        frame 0.5000
        row 1
        locked 0
        explosion ""
    }
    event "ae_radiusDamage" {
        frame 0.0000
        row 1
        locked 0
        damage "damage/ai/zombie/cueball"
        string "full_body"
    }
}

anim "md6/characters/monsters/zombie_tier1/base/motion/death/melee/forced_forward_01.md6anim"
{
    event "ae_goreEnableByName" {
        frame 0.0010
        row 2
        locked 0
        string "full_body"
    }
    event "ae_detonateSelf" {
        frame 0.5000
        row 1
        locked 0
        explosion ""
    }
    event "ae_radiusDamage" {
        frame 0.0000
        row 1

```

```

    locked 0
    damage "damage/ai/zombie/cueball"
    string "full_body"
}

}

anim "md6/characters/monsters/zombie_tier1/base/motion/death/melee/forced_left_01.md6anim" {
    event "ae_goreEnableByName" {
        frame 0.0010
        row 2
        locked 0
        string "full_body"
    }
    event "ae_detonateSelf" {
        frame 0.5000
        row 1
        locked 0
        explosion ""
    }
    event "ae_radiusDamage" {
        frame 0.0000
        row 1
        locked 0
        damage "damage/ai/zombie/cueball"
        string "full_body"
    }
}

anim "md6/characters/monsters/zombie_tier1/base/motion/death/melee/forced_left_02.md6anim" {
    event "ae_goreEnableByName" {
        frame 0.0010
        row 2
        locked 0
        string "full_body"
    }
    event "ae_detonateSelf" {
        frame 0.5000
        row 1
        locked 0
        explosion ""
    }
    event "ae_radiusDamage" {

```

```
    frame 0.0000
    row 1
    locked 0
    damage "damage/ai/zombie/cueball"
    string "full_body"
  }
}

anim "md6/characters/monsters/zombie_tier1/base/motion/death/melee/forced_right_01.md6anim" {
  event "ae_goreEnableByName" {
    frame 0.0010
    row 2
    locked 0
    string "full_body"
  }
  event "ae_detonateSelf" {
    frame 0.5000
    row 1
    locked 0
    explosion ""
  }
  event "ae_radiusDamage" {
    frame 0.0000
    row 1
    locked 0
    damage "damage/ai/zombie/cueball"
    string "full_body"
  }
}

anim "md6/characters/monsters/zombie_tier1/base/motion/death/melee/forced_right_02.md6anim" {
  event "ae_goreEnableByName" {
    frame 0.0010
    row 2
    locked 0
    string "full_body"
  }
  event "ae_detonateSelf" {
    frame 0.5000
    row 1
    locked 0
    explosion ""
  }
}
```

```

    {}
    {}event "ae_radiusDamage" {
        {}frame 0.0000
        {}row 1
        {}locked 0
        {}damage "damage/ai/zombie/cueball"
        {}string "full_body"
    }
}

{}anim "md6/characters/monsters/zombie_tier1/base/motion/death/melee/forced_right_03.md6anim" {
    {}event "ae_goreEnableByName" {
        {}frame 0.0010
        {}row 2
        {}locked 0
        {}string "full_body"
    }
    {}event "ae_detonateSelf" {
        {}frame 0.5000
        {}row 1
        {}locked 0
        {}explosion ""
    }
    {}event "ae_radiusDamage" {
        {}frame 0.0000
        {}row 1
        {}locked 0
        {}damage "damage/ai/zombie/cueball"
        {}string "full_body"
    }
}

{}anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_back/lower_body_01.md6
anim" {
    {}event "ae_goreEnableByName" {
        {}frame 0.0010
        {}row 2
        {}locked 0
        {}string "full_body"
    }
    {}event "ae_startRagdoll" {

```

```

    []frame 1.1319
    []row 3
    []locked 0
    []int 0
    []int 0
    []int 0
    []}

    []event "ae_detonateSelf" {
        []frame 0.5000
        []row 1
        []locked 0
        []explosion ""
        []}

    []event "ae_radiusDamage" {
        []frame 0.0000
        []row 1
        []locked 0
        []damage "damage/ai/zombie/cueball"
        []string "full_body"
        []}
    []}

    []anim
    "md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_back/lower_body_inplace_01.md6anim" {
        []event "ae_goreEnableByName" {
            []frame 0.0000
            []row 2
            []locked 0
            []string "full_body"
            []}

        []event "ae_startRagdoll" {
            []frame 1.0084
            []row 4
            []locked 0
            []int 0
            []int 0
            []int 0
            []}

        []event "ae_detonateSelf" {
            []frame 0.5000

```

```

    row 1
    locked 0
    explosion ""
  }
  event "ae_radiusDamage" {
    frame 0.0000
    row 1
    locked 0
    damage "damage/ai/zombie/cueball"
    string "full_body"
  }
}

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_back/lower_body_inplace_02.md6anim" {
  event "ae_goreEnableByName" {
    frame 0.0010
    row 2
    locked 0
    string "full_body"
  }
  event "ae_startRagdoll" {
    frame 1.0431
    row 3
    locked 0
    int 0
    int 0
    int 0
  }
  event "ae_detonateSelf" {
    frame 0.5000
    row 1
    locked 0
    explosion ""
  }
  event "ae_radiusDamage" {
    frame 0.0000
    row 1
    locked 0
    damage "damage/ai/zombie/cueball"

```

```

    string "full_body"
}
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_back/upper_body_01.md6
anim" {
    event "ae_goreEnableByName" {
        frame 0.0010
        row 2
        locked 0
        string "full_body"
    }
    event "ae_startRagdoll" {
        frame 1.0181
        row 3
        locked 0
        int 0
        int 0
        int 0
    }
    event "ae_detonateSelf" {
        frame 0.5000
        row 1
        locked 0
        explosion ""
    }
    event "ae_radiusDamage" {
        frame 0.0000
        row 1
        locked 0
        damage "damage/ai/zombie/cueball"
        string "full_body"
    }
    anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_back/upper_body_inplac
e_01.md6anim" {
    event "ae_goreEnableByName" {
        frame 0.0010
        row 2

```

```

    locked 0
    string "full_body"
}

event "ae_startRagdoll" {
    frame 1.1154
    row 3
    locked 0
    int 0
    int 0
    int 0
}

event "ae_detonateSelf" {
    frame 0.5000
    row 1
    locked 0
    explosion ""
}

event "ae_radiusDamage" {
    frame 0.0000
    row 1
    locked 0
    damage "damage/ai/zombie/cueball"
    string "full_body"
}

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/chest_01.md6anim"
{
    event "ae_goreEnableByName" {
        frame 0.0010
        row 2
        locked 0
        string "full_body"
    }

    event "ae_startRagdoll" {
        frame 1.0273
        row 3
        locked 0
        int 0
        int 0
    }
}

```

```

int 0
}
event "ae_detonateSelf" {
    frame 0.5000
    row 1
    locked 0
    explosion ""
}
event "ae_radiusDamage" {
    frame 0.0000
    row 1
    locked 0
    damage "damage/ai/zombie/cueball"
    string "full_body"
}
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/chest_in_place_0
1.md6anim" {
    event "ae_goreEnableByName" {
        frame 0.0010
        row 2
        locked 0
        string "full_body"
    }
    event "ae_startRagdoll" {
        frame 1.0660
        row 3
        locked 0
        int 0
        int 0
        int 0
    }
    event "ae_detonateSelf" {
        frame 0.5000
        row 1
        locked 0
        explosion ""
    }
    event "ae_radiusDamage" {

```

```

    []frame 0.0000
    []row 1
    []locked 0
    []damage "damage/ai/zombie/cueball"
    []string "full_body"
    []}
  []}
  []anim
  "md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/fall_cycle_01.md
  6anim" {
    []event "ae_goreEnableByName" {
      []frame 0.0010
      []row 0
      []locked 0
      []string "full_body"
      []}
    []event "ae_detonateSelf" {
      []frame 0.5000
      []row 1
      []locked 0
      []explosion ""
      []}
    []event "ae_radiusDamage" {
      []frame 0.0000
      []row 1
      []locked 0
      []damage "damage/ai/zombie/cueball"
      []string "full_body"
      []}
    []}
    []anim
    "md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/gut_01.md6anim"
    {
      []event "ae_goreEnableByName" {
        []frame 0.0010
        []row 2
        []locked 0
        []string "full_body"
        []}
      []event "ae_startRagdoll" {

```

```
    frame 1.0570
    row 3
    locked 0
    int 0
    int 0
    int 0
  }
  event "ae_detonateSelf" {
    frame 0.5000
    row 1
    locked 0
    explosion ""
  }
  event "ae_radiusDamage" {
    frame 0.0000
    row 1
    locked 0
    damage "damage/ai/zombie/cueball"
    string "full_body"
  }
}

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/gut_inplace_01.m
d6anim" {
  event "ae_goreEnableByName" {
    frame 0.0010
    row 2
    locked 0
    string "full_body"
  }
  event "ae_startRagdoll" {
    frame 1.0996
    row 3
    locked 0
    int 0
    int 0
    int 0
  }
  event "ae_detonateSelf" {
    frame 0.5000
```

```

    row 1
    locked 0
    explosion ""
  }
  event "ae_radiusDamage" {
    frame 0.0000
    row 1
    locked 0
    damage "damage/ai/zombie/cueball"
    string "full_body"
  }
}

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/left_arm_01.md6a
nim" {
  event "ae_goreEnableByName" {
    frame 0.0010
    row 2
    locked 0
    string "full_body"
  }
  event "ae_startRagdoll" {
    frame 1.1506
    row 3
    locked 0
    int 0
    int 0
    int 0
  }
  event "ae_detonateSelf" {
    frame 0.5000
    row 1
    locked 0
    explosion ""
  }
  event "ae_radiusDamage" {
    frame 0.0000
    row 1
    locked 0
    damage "damage/ai/zombie/cueball"

```

```

    []string "full_body"
  []
}

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/left_arm_in_place_01.md6anim" {
  []event "ae_goreEnableByName" {
    []frame 0.0010
    []row 2
    []locked 0
    []string "full_body"
  []
  []event "ae_startRagdoll" {
    []frame 0.9798
    []row 3
    []locked 0
    []int 0
    []int 0
    []int 0
  []
  []event "ae_detonateSelf" {
    []frame 0.5000
    []row 1
    []locked 0
    []explosion ""
  []
  []event "ae_radiusDamage" {
    []frame 0.0000
    []row 1
    []locked 0
    []damage "damage/ai/zombie/cueball"
    []string "full_body"
  []
  []
}

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/left_leg_01.md6anim" {
  []event "ae_goreEnableByName" {
    []frame 0.0010
    []row 2

```

```

    locked 0
    string "full_body"
}

event "ae_startRagdoll" {
    frame 1.1107
    row 3
    locked 0
    int 0
    int 0
    int 0
}

event "ae_detonateSelf" {
    frame 0.5000
    row 1
    locked 0
    explosion ""
}

event "ae_radiusDamage" {
    frame 0.0000
    row 1
    locked 0
    damage "damage/ai/zombie/cueball"
    string "full_body"
}

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/left_leg_inplace_01.md6anim" {
    event "ae_goreEnableByName" {
        frame 0.0010
        row 2
        locked 0
        string "full_body"
    }

    event "ae_startRagdoll" {
        frame 1.0445
        row 3
        locked 0
        int 0
        int 0
    }
}

```

```

int 0
}
event "ae_detonateSelf" {
    frame 0.5000
    row 1
    locked 0
    explosion ""
}
event "ae_radiusDamage" {
    frame 0.0000
    row 1
    locked 0
    damage "damage/ai/zombie/cueball"
    string "full_body"
}
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/right_arm_01.md6
anim" {
    event "ae_goreEnableByName" {
        frame 0.0010
        row 2
        locked 0
        string "full_body"
    }
    event "ae_startRagdoll" {
        frame 1.2033
        row 3
        locked 0
        int 0
        int 0
        int 0
    }
    event "ae_detonateSelf" {
        frame 0.5000
        row 1
        locked 0
        explosion ""
    }
    event "ae_radiusDamage" {

```

```

    frame 0.0000
    row 1
    locked 0
    damage "damage/ai/zombie/cueball"
    string "full_body"
}
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/right_arm_inplace_01.md6anim" {
    event "ae_goreEnableByName" {
        frame 0.0010
        row 2
        locked 0
        string "full_body"
    }
    event "ae_startRagdoll" {
        frame 1.2044
        row 3
        locked 0
        int 0
        int 0
        int 0
    }
    event "ae_detonateSelf" {
        frame 0.5000
        row 1
        locked 0
        explosion ""
    }
    event "ae_radiusDamage" {
        frame 0.0000
        row 1
        locked 0
        damage "damage/ai/zombie/cueball"
        string "full_body"
    }
}
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/right_leg_01.md6

```

```

anim" {
  []event "ae_goreEnableByName" {
    []frame 0.0010
    []row 2
    []locked 0
    []string "full_body"
  }
  []event "ae_startRagdoll" {
    []frame 1.0672
    []row 3
    []locked 0
    []int 0
    []int 0
    []int 0
  }
  []event "ae_detonateSelf" {
    []frame 0.5000
    []row 1
    []locked 0
    []explosion ""
  }
  []event "ae_radiusDamage" {
    []frame 0.0000
    []row 1
    []locked 0
    []damage "damage/ai/zombie/cueball"
    []string "full_body"
  }
}

[]anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/right_leg_inplace_01.md6anim" {
  []event "ae_goreEnableByName" {
    []frame 0.0010
    []row 2
    []locked 0
    []string "full_body"
  }
  []event "ae_startRagdoll" {
    []frame 1.0552

```

```

    row 3
    locked 0
    int 0
    int 0
    int 0
  }
  event "ae_detonateSelf" {
    frame 0.5000
    row 1
    locked 0
    explosion ""
  }
  event "ae_radiusDamage" {
    frame 0.0000
    row 1
    locked 0
    damage "damage/ai/zombie/cueball"
    string "full_body"
  }
}

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/upper_body.md6anim" {
  event "ae_goreEnableByName" {
    frame 0.0010
    row 2
    locked 0
    string "full_body"
  }
  event "ae_startRagdoll" {
    frame 1.0677
    row 3
    locked 0
    int 0
    int 0
    int 0
  }
  event "ae_detonateSelf" {
    frame 0.5000
    row 1

```

```

    locked 0
    explosion ""
}

event "ae_radiusDamage" {
    frame 0.0000
    row 1
    locked 0
    damage "damage/ai/zombie/cueball"
    string "full_body"
}

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_left/lower_body_01.md6
anim" {
    event "ae_goreEnableByName" {
        frame 0.0010
        row 2
        locked 0
        string "full_body"
    }
    event "ae_startRagdoll" {
        frame 1.0997
        row 3
        locked 0
        int 0
        int 0
        int 0
    }
    event "ae_detonateSelf" {
        frame 0.5000
        row 1
        locked 0
        explosion ""
    }
    event "ae_radiusDamage" {
        frame 0.0000
        row 1
        locked 0
        damage "damage/ai/zombie/cueball"
        string "full_body"
    }
}

```

```

    }
  }
  anim
  "md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_left/lower_body_inplace_01.md6anim" {
    event "ae_goreEnableByName" {
      frame 0.0010
      row 2
      locked 0
      string "full_body"
    }
    event "ae_startRagdoll" {
      frame 1.0498
      row 3
      locked 0
      int 0
      int 0
      int 0
    }
    event "ae_detonateSelf" {
      frame 0.5000
      row 1
      locked 0
      explosion ""
    }
    event "ae_radiusDamage" {
      frame 0.0000
      row 1
      locked 0
      damage "damage/ai/zombie/cueball"
      string "full_body"
    }
  }
  anim
  "md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_left/upper_body_01.md6anim" {
    event "ae_goreEnableByName" {
      frame 0.0010
      row 2
      locked 0

```

```

    string "full_body"
}

event "ae_startRagdoll" {
    frame 1.1645
    row 3
    locked 0
    int 0
    int 0
    int 0
}

event "ae_detonateSelf" {
    frame 0.5000
    row 1
    locked 0
    explosion ""
}

event "ae_radiusDamage" {
    frame 0.0000
    row 1
    locked 0
    damage "damage/ai/zombie/cueball"
    string "full_body"
}

}

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_left/upper_body_inplace_01.md6anim" {
    event "ae_goreEnableByName" {
        frame 0.0010
        row 2
        locked 0
        string "full_body"
    }

    event "ae_startRagdoll" {
        frame 1.2243
        row 3
        locked 0
        int 0
        int 0
        int 0
    }
}

```

```

    }
    event "ae_detonateSelf" {
        frame 0.5000
        row 1
        locked 0
        explosion ""
    }
    event "ae_radiusDamage" {
        frame 0.0000
        row 1
        locked 0
        damage "damage/ai/zombie/cueball"
        string "full_body"
    }
}

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_right/lower_body_01.md
6anim" {
    event "ae_goreEnableByName" {
        frame 0.0010
        row 2
        locked 0
        string "full_body"
    }
    event "ae_startRagdoll" {
        frame 1.2042
        row 3
        locked 0
        int 0
        int 0
        int 0
    }
    event "ae_detonateSelf" {
        frame 0.5000
        row 1
        locked 0
        explosion ""
    }
    event "ae_radiusDamage" {
        frame 0.0000

```

```

row 1
locked 0
damage "damage/ai/zombie/cueball"
string "full_body"
}
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_right/lower_body_inpla
ce_01.md6anim" {
event "ae_goreEnableByName" {
frame 0.0010
row 2
locked 0
string "full_body"
}
event "ae_startRagdoll" {
frame 1.2755
row 3
locked 0
int 0
int 0
int 0
}
event "ae_detonateSelf" {
frame 0.5000
row 1
locked 0
explosion ""
}
event "ae_radiusDamage" {
frame 0.0000
row 1
locked 0
damage "damage/ai/zombie/cueball"
string "full_body"
}
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_right/upper_body_01.md
6anim" {

```

```

    []event "ae_goreEnableByName" {
        []frame 0.0010
        []row 2
        []locked 0
        []string "full_body"
        []}

    []event "ae_startRagdoll" {
        []frame 1.1280
        []row 3
        []locked 0
        []int 0
        []int 0
        []int 0
        []}

    []event "ae_detonateSelf" {
        []frame 0.5000
        []row 1
        []locked 0
        []explosion ""
        []}

    []event "ae_radiusDamage" {
        []frame 0.0000
        []row 1
        []locked 0
        []damage "damage/ai/zombie/cueball"
        []string "full_body"
        []}
    []}

[]anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_right/upper_body_inpla
ce_01.md6anim" {
    []event "ae_goreEnableByName" {
        []frame 0.0010
        []row 2
        []locked 0
        []string "full_body"
        []}

    []event "ae_startRagdoll" {
        []frame 1.0916
        []row 3

```

```
    locked 0
    int 0
    int 0
    int 0
}

event "ae_detonateSelf" {
    frame 0.5000
    row 1
    locked 0
    explosion ""
}

event "ae_radiusDamage" {
    frame 0.0000
    row 1
    locked 0
    damage "damage/ai/zombie/cueball"
    string "full_body"
}
}
```

Bullet Casing Collision

gameresources_patch1\generated\decls\md6def\md6def\objects\weapons\heavy\chaingun.md6.decl

Bullet casings should not spawn because they have collision with the hitscan tracers.

```
anim
"md6/objects/weapons/heavy/chaingun/motion/player/human/base/core/shootstate_into.md6anim" {
  event "ae_fireWeaponRightPrimaryOnly" {
    frame 0.0000
    row 0
  }
  event "ae_fireWeaponRightPrimaryOnly" {
    frame 4.0000
    row 0
  }
  event "ae_fireWeaponRightPrimaryOnly" {
    frame 8.0000
    row 0
  }
  event "ae_fireWeaponRightPrimaryOnly" {
    frame 12.0000
    row 0
  }
  event "ae_fireWeaponRightPrimaryOnly" {
    frame 16.0000
    row 0
  }
  event "ae_fireWeaponRightPrimaryOnly" {
    frame 20.0000
    row 0
  }
}
anim "md6/objects/weapons/heavy/chaingun/motion/player/human/base/core/shootstate_01.md6anim"
{
  event "ae_fireWeaponRightPrimaryOnly" {
    frame 0.0000
```

```

    row 0
  }
  event "ae_fireWeaponRightPrimaryOnly" {
    frame 4.0000
    row 0
  }
  event "ae_fireWeaponRightPrimaryOnly" {
    frame 8.0000
    row 0
  }
  event "ae_fireWeaponRightPrimaryOnly" {
    frame 12.0000
    row 0
  }
  event "ae_fireWeaponRightPrimaryOnly" {
    frame 16.0000
    row 0
  }
  event "ae_fireWeaponRightPrimaryOnly" {
    frame 20.0000
    row 0
  }
  }
  anim
  "md6/objects/weapons/heavy/chaingun/motion/player/human/base/core/turretmode_shootstate_01.md
  6anim" {
    event "ae_fireWeaponRightSecondaryOnly" {
      frame 0.0000
      row 0
    }
    event "ae_fireWeaponRightSecondaryOnly" {
      frame 4.0000
      row 0
    }
    event "ae_fireWeaponRightSecondaryOnly" {
      frame 8.0000
      row 0
    }
    event "ae_fireWeaponRightSecondaryOnly" {
      frame 12.0000

```

```
row 0
}
event "ae_fireWeaponRightSecondaryOnly" {
    frame 16.0000
    row 0
    }
event "ae_fireWeaponRightSecondaryOnly" {
    frame 20.0000
    row 0
    }
}
```

Sync Melee

gameresources_patch1\generated\decls\entitydef\syncmelee\pinky_3p.d
ecl

Pinky Spectres need to be added as a third-person participant.

```
{
  inherit = "syncmelee/base";
  editorVars {
    placeable = false;
  }
  edit = {
    renderModelInfo = {
      model = "md6def/objects/syncentities/3p_syncentity11.md6";
    }
    syncAnim = "animweb/syncmelee/pinky_3p/null/null";
    animWeb = "animweb/syncmelee/pinky_3p";
    thirdPersonParticipants = {
      num = 6;
      item[ 0 ] = {
        instance = "";
        entityDef = "player";
        attachJointName = "attach00";
        target = "";
        spawnAction = "SPAWN_NEVER";
        attachAction = "ATTACH_SIMULATE_BIND";
        finishAction = "FINISHACTION_UNBIND";
        clearWhenFinished = true;
        animSetName = "thirdPerson_instigator";
      }
      item[ 1 ] = {
        instance = "";
        entityDef = "objects/gore/gorekit/gorekit";
        attachJointName = "attach02";
        target = "";
        spawnAction = "SPAWN_IF_HAS_ANIMATION";
        showAction = "SHOW_WITH_ANIM";
      }
    }
  }
}
```

```
[[[attachAction = "ATTACH_SIMULATE_BIND";
[[[clearWhenFinished = true;
[[[animSetName = "thirdPerson_helper";
[[[type = "HELPER";
[[[
[[[item[ 2] = {
[[[instance = "";
[[[entityDef = "ai/heavy/pinky";
[[[attachJointName = "attach01";
[[[target = "";
[[[spawnAction = "SPAWN_NEVER";
[[[showAction = "SHOW_WITH_ANIM";
[[[attachAction = "ATTACH_SIMULATE_BIND";
[[[finishAction = "FINISHACTION_UNBIND";
[[[clearWhenFinished = true;
[[[type = "TARGET";
[[[animSetName = "thirdPerson_target";
[[[
[[[item[ 3] = {
[[[instance = "";
[[[entityDef = "objects/weapons/melee/chainsaw_3p";
[[[attachJointName = "attach03";
[[[target = "";
[[[spawnAction = "SPAWN_IF_HAS_ANIMATION";
[[[showAction = "SHOW_WITH_ANIM";
[[[attachAction = "ATTACH_SIMULATE_BIND";
[[[finishAction = "FINISHACTION_UNBIND_AND_HIDE";
[[[clearWhenFinished = true;
[[[animSetName = "thirdPerson_helper";
[[[type = "HELPER";
[[[
[[[item[ 4] = {
[[[instance = "";
[[[entityDef = "objects/weapons/melee/crucible_3p";
[[[attachJointName = "attach04";
[[[target = "";
[[[spawnAction = "SPAWN_IF_HAS_ANIMATION";
[[[showAction = "SHOW_WITH_ANIM";
[[[attachAction = "ATTACH_SIMULATE_BIND";
[[[finishAction = "FINISHACTION_UNBIND_AND_HIDE";
```

```

    []clearWhenFinished = true;
    []animSetName = "thirdPerson_helper";
    []type = "HELPER";
    []
    []item[5] = {
        []instance = "";
        []entityDef = "ai/heavy/pinky_spectre";
        []attachJointName = "attach01";
        []target = "";
        []spawnAction = "SPAWN_NEVER";
        []showAction = "SHOW_WITH_ANIM";
        []attachAction = "ATTACH_SIMULATE_BIND";
        []finishAction = "FINISHACTION_UNBIND";
        []clearWhenFinished = true;
        []type = "TARGET";
        []animSetName = "thirdPerson_target";
    }
}

[]firstPersonModelOverride = "objects/syncentities/syncentity11.md6";
[]thirdPersonSyncEntityAnimSetName = "thirdPerson";
[]thirdPersonFallbackAnim = "animweb/syncmelee/pinky_3p/kill_front_head";
}
}

```

gameresources_patch1\generated\decls\entitydef\syncmelee\soldier_blaster_3p.decl

Riot Soldiers need to be added as a third-person participant.

```

{
    []inherit = "syncmelee/base";
    []editorVars {
        []placeable = false;
    }
    []edit = {
        []renderModelInfo = {
            []model = "md6def/objects/syncentities/3p_syncentity11.md6";
        }
        []syncAnim = "animweb/syncmelee/soldier_blaster_3p/null/null";
    }
}

```

```
animWeb = "animweb/syncmelee/soldier_blaster_3p";
thirdPersonParticipants = {
    num = 7;
    item[0] = {
        instance = "";
        entityDef = "player";
        attachJointName = "attach00";
        target = "";
        spawnAction = "SPAWN_NEVER";
        attachAction = "ATTACH_SIMULATE_BIND";
        finishAction = "FINISHACTION_UNBIND";
        clearWhenFinished = true;
        animSetName = "thirdPerson_instigator";
    }
    item[1] = {
        instance = "";
        entityDef = "objects/gore/gorekit/gorekit";
        attachJointName = "attach02";
        target = "";
        spawnAction = "SPAWN_IF_HAS_ANIMATION";
        showAction = "SHOW_WITH_ANIM";
        attachAction = "ATTACH_SIMULATE_BIND";
        clearWhenFinished = true;
        animSetName = "thirdPerson_helper";
        type = "HELPER";
    }
    item[2] = {
        instance = "";
        entityDef = "ai/fodder/soldier_blaster";
        attachJointName = "attach01";
        target = "";
        spawnAction = "SPAWN_NEVER";
        showAction = "SHOW_WITH_ANIM";
        attachAction = "ATTACH_SIMULATE_BIND";
        finishAction = "FINISHACTION_UNBIND";
        clearWhenFinished = true;
        type = "TARGET";
        animSetName = "thirdPerson_target";
    }
    item[3] = {
```

```
[[[instance = "";
[[[entityDef = "ai/fodder/soldier_shield";
[[[attachJointName = "attach01";
[[[target = "";
[[[spawnAction = "SPAWN_NEVER";
[[[showAction = "SHOW_WITH_ANIM";
[[[attachAction = "ATTACH_SIMULATE_BIND";
[[[finishAction = "FINISHACTION_UNBIND";
[[[clearWhenFinished = true;
[[[animSetName = "thirdPerson_target";
[[[type = "TARGET";
[[[
[[[item[ 4] = {
[[[instance = "";
[[[entityDef = "objects/weapons/melee/chainsaw_3p";
[[[attachJointName = "attach03";
[[[target = "";
[[[spawnAction = "SPAWN_IF_HAS_ANIMATION";
[[[showAction = "SHOW_WITH_ANIM";
[[[attachAction = "ATTACH_SIMULATE_BIND";
[[[clearWhenFinished = true;
[[[animSetName = "thirdPerson_helper";
[[[type = "HELPER";
[[[
[[[item[ 5] = {
[[[instance = "";
[[[entityDef = "objects/weapons/melee/crucible_3p";
[[[attachJointName = "attach04";
[[[target = "";
[[[spawnAction = "SPAWN_IF_HAS_ANIMATION";
[[[showAction = "SHOW_WITH_ANIM";
[[[attachAction = "ATTACH_SIMULATE_BIND";
[[[finishAction = "FINISHACTION_UNBIND_AND_HIDE";
[[[clearWhenFinished = true;
[[[animSetName = "thirdPerson_helper";
[[[type = "HELPER";
[[[
[[[item[ 6] = {
[[[instance = "";
[[[entityDef = "ai/fodder/soldier_chaingun";
```

```
    attachJointName = "attach01";
    target = "";
    spawnAction = "SPAWN_NEVER";
    showAction = "SHOW_WITH_ANIM";
    attachAction = "ATTACH_SIMULATE_BIND";
    finishAction = "FINISHACTION_UNBIND";
    clearWhenFinished = true;
    animSetName = "thirdPerson_target";
    type = "TARGET";
}

{
    firstPersonModelOverride = "objects/syncentities/syncentity11.md6";
    thirdPersonSyncEntityAnimSetName = "thirdPerson";
    thirdPersonFallbackAnim = "animweb/syncmelee/soldier_blaster_3p/kill_front_upper";
}
}
```

Lobby map list

gameresources_patch2\generated\decls\pvpmapselectinfolist\casualbattlearenamaplist.decl

The list of maps selectable in the lobby menu.

```
{
  edit = {
    mapSelectList = {
      num = 9;
      item[ 0] = {
        mapName = "maps/game/pvp/pvp_laser/pvp_laser.map";
        mapInfo = "game/pvp/pvp_laser/pvp_laser";
      }
      item[ 1] = {
        mapName = "maps/game/pvp/pvp_deathvalley/pvp_deathvalley.map";
        mapInfo = "game/pvp/pvp_deathvalley/pvp_deathvalley";
      }
      item[ 2] = {
        mapName = "maps/game/pvp/pvp_inferno/pvp_inferno.map";
        mapInfo = "game/pvp/pvp_inferno/pvp_inferno";
      }
      item[ 3] = {
        mapName = "maps/game/pvp/pvp_thunder/pvp_thunder.map";
        mapInfo = "game/pvp/pvp_thunder/pvp_thunder";
      }
      item[ 4] = {
        mapName = "maps/game/pvp/pvp_zap/pvp_zap.map";
        mapInfo = "game/pvp/pvp_zap/pvp_zap";
      }
      item[ 5] = {
        mapName = "maps/game/pvp/pvp_bronco/pvp_bronco.map";
        mapInfo = "game/pvp/pvp_bronco/pvp_bronco";
      }
      item[ 6] = {
        mapName = "maps/game/pvp/pvp_shrapnel/pvp_shrapnel.map";
        mapInfo = "game/pvp/pvp_shrapnel/pvp_shrapnel";
      }
    }
  }
}
```

```
    }  
    item[ 7] = {  
        mapName = "maps/game/pvp/pvp_darkmetal/pvp_darkmetal.map";  
        mapInfo = "game/pvp/pvp_darkmetal/pvp_darkmetal";  
    }  
    item[ 8] = {  
        mapName = "maps/game/pvp/pvp_sideswipe/pvp_sideswipe.map";  
        mapInfo = "game/pvp/pvp_sideswipe/pvp_sideswipe";  
    }  
}  
}
```

Interactive switch fix.

e5m1_spear/generated/decls/entitydef/trigger/interact/use_panel.decl

Add the **clientCanActivate = true;** line so that client slayers may activate switches.

```
{
  class = "idTrigger";
  networkReplicated = false;
  edit = {
    clipModelInfo = {
      type = "CLIPMODEL_BOX";
      size = {
        x = 1.5;
        y = 1;
        z = 2;
      }
      offset = {
        x = 1.1;
      }
      ignoreUnfixCollisionOffsetBug = true;
    }
    triggerOnce = false;
    clientCanActivate = true;
  }
}
```