

Breakable Walls

Breakable Wall

```
entity {
  entityDef destructible_mall_wall_b_1 {
    inherit = "destructible/e2m1_nest/mall_wall_b";
    class = "idDestructible";
    expandInheritance = false;
    poolCount = 0;
    poolGranularity = 2;
    networkReplicated = false;
    disableAIPooling = false;
    edit = {
      whenToSave = "SGT_CHECKPOINT";
      flags = {
        skipRenderModelReplication = true;
      }
      soundOffset = {
        z = 1.5;
      }
      renderModelInfo = {
        emissiveColor = {
          r = 0;
          b = 0.0470587984;
        }
        emissiveScale = 6;
        model = "art/kit/hell_earth/walls/crack_mall_b_whole.lwo";
        acceptsDecals = true;
      }
      clipModelInfo = {
        type = "CLIPMODEL_BOX";
        size = {
          x = 7.19999981;
          y = 1;
          z = 7.09999999;
        }
      }
    }
  }
}
```

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    numSides = 6;
}

soundOcclusionBypass = true;
targetingDecl = NULL;
fxDecl = "gameplay/invasion/demon_door";
destructible = {
    idleCommands = {
        num = 1;
        item[0] = {
            time = 10000;
            command = "IDLE_COMMAND_BECOME_STATIC";
        }
    }
}
decl = "destructible/e2m1_nest/mall_wall_b";
}

effectiveDamageTypes = {
    num = 1;
    item[0] = "damage/special/no_damage";
}

meleeOnDash = false;
dissolveDistance = 20;
demonPlayerRenderModel = "art/kit/hell_earth/walls/crack_mall_a_demon.lwo";
umbraVisBlocking = "CAN_BLOCK";
umbraSoundBlocking = "CAN_BLOCK";
spawnPosition = {
    x = -11.11;
    y = -11.11;
    z = -11.11;
}

dormancy = {
    playerDistance = 20;
    playerRearwardDistance = 20;
    allowDistanceDormancy = false;
    allowDormancy = true;
    allowPvsDormancy = false;
}

targets = {
    num = 1;
    item[0] = "destructible_mall_wall_b_1_timeline";
}

```

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    }
    demonPlayersPassThrough = false;
  }
}

```

Replication

```

entity {
  entityDef destructible_mall_wall_b_1_timeline {
    inherit = "target/timeline";
    class = "idTarget_Timeline";
    expandInheritance = false;
    poolCount = 0;
    poolGranularity = 2;
    networkReplicated = true;
    disableAIPooling = false;
    edit = {
      flags = {
        noFlood = true;
      }
      networkSerializeTransforms = false;
      spawnPosition = {
        x = 1;
        y = 1;
        z = 1;
      }
      componentTimeLine = {
        entityEvents = {
          hum = 1;
          item[0] = {
            entity = "destructible_mall_wall_b_1_relay";
            events = {
              hum = 1;
              item[0] = {
                eventTime = 250;
                eventCall = {
                  eventDef = "activate";
                  args = {

```



```
    y = 1;
    z = 1;
  }
  targets = {
    num = 1;
    item[0] = "destructible_mall_wall_b_1";
  }
  repeat = false;
}
}
```

Revision #2

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