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 = true;
	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 = 7.0999999;
```

```
	}
	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";
□□}
□□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 = {
□□□□num = 1;
□□□□item[0] = {
□□□□□entity = "destructible_mall_wall_b_1_relay";
□□□□□events = {
□□□□□□num = 1;
□□□□□□item[0] = {
□□□□□□□eventTime = 250;
□□□□□□□eventCall = {
□□□□□□□□eventDef = "activate";
```

```
□□□□□□□□□□args = {
□□□□□□□□□□□num = 1;
□□□□□□□□□□□item[0] = {
□□□□□□□□□□□□entity = "";
□□□□□□□□□□□}
□□□□□□□□□□}
□□□□□□□□□}
□□□□□□□□}
□□□□□□□}
□□□□□}
□□□}
□□}
□□allowClientsToStart = true;
□□renderModelInfo = {
□□□scale = {
□□□□x = 1;
□□□□y = 1;
□□□□z = 1;
□□□}
□□}
□}
}
}
```

```
entity {
□entityDef destructible_mall_wall_b_1_relay {
□inherit = "target/relay";
□class = "idTarget_Count";
□expandInheritance = false;
□poolCount = 0;
□poolGranularity = 2;
□networkReplicated = false;
□disableAIPooling = false;
□edit = {
□□flags = {
□□□noFlood = true;
□□}
□□networkSerializeTransforms = false;
□□count = 1;
□□spawnPosition = {
```

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

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