

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 = {
        hum = 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_LOSTSOUL 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_LOSTSOUl 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";

}

}
```

Revision #4

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