

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.

Revision #2

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