Sync Melee

gameresources_patch1\generated\decls\entitydef\syncmelee\pinky_3p.decl

> 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";
  }
}
```

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