Entities List (Doom 2016)

A complete list of every entity class in Doom 2016:

```
idAASObstacle
idAASReachability
idAbnormalPlayerMetrics
idActionNode
idActor
idActorAmbientFilter
idActorWorkNode
idAFEntity_Corpse
idAFEntity_Dummy
idAFEntity_Generic
idAI2
idAIAASHint
idAICombatHint
idAICombatHint_SuppressionFirePoint
idAIConductor
idAIConductor_Coop
idAIDeathVolume
idAIDebugCamera
idAIHint
idAIHintGroup
idAIInteraction
idAISearchHintAnimation
idAISearchHintAuto
idAISearchHintGroup
idAITest
idAITest_Rotation
idAlignedEntity
idAmbientTriggerModifier_SetAITypes
idAnimated
idAnimated_AnimWeb
idAnimated_AnimWeb_Coop
idAnimated_AnimWeb_Samuel
idAnimated_DemonicBait
idAnimated_DemonicEcho
idAnimated_SMM_Pillar
```

idAnimated_ThreatSensor

idAnimatedAttachment

idAnimatedAttachment_AF

idAnimatedEntity

idAnimatedInteractable

idAnimCamera

idAnimNode

idAnnouncementManager

idArcadeScoreBonus

idARTarget_Info

idAutoMapEntity

idAutoMapManager

idBarricade

idBasePropSpawner

idBecomeDemonPropSpawner

idBFG_Geyser

idBfgBurn

idBillboard

idBinaryAnimation

idBinaryModel

idBotActionEntity

idBotActionEntity_Info

idBotActionEntity_Info_POI

idBotActionEntity_Info_RoamGoal

idBotActionEntity_Usable

idBotPathNodeEntity

idBreakable

idBreakablePlatform

idBuildArea

idCamera

idCameraView

idChargeballComponentManager

idChargeballGoal

idChargeballGoalCamera

idChargeballPickup

idChargeballPlayerStart

idChargeballSpawner

idCinematicCamera

idClothEntity

idCollisionStreamArea

idCombatGrouping

```
idCombatVolume

idCoopStartingInventory

idCorpse

idCorpseManager

idCoverBlocker

idCyberdemonMissileShooter

idDamageableEntity

idDamageableTower

idDeathmatchPlayerStart

idDebrisEntity

idDecalEntity

idDemonicChainGrappleInfo

idDemonPlayer

idDemonPlayer_Baron

idDemonPlayer_Cacodemon

idDemonPlayer_Harvester

idDemonPlayer_Mancubus

idDemonPlayer_Pinky

idDemonPlayer_Prowler

idDemonPlayer_Revenant

idDemonPlayer_Summoner

idDemonPlayerStart

idDesignSystems_AnimatedBlocker

idDesignSystems_Beacon

idDesignSystems_Checkpoint

idDesignSystems_ControlBox

idDesignSystems_Door

idDesignSystems_Elevator

idDesignSystems_ForceFieldGate

idDesignSystems_GuiDisplay

idDesignSystems_HackBox

idDesignSystems_HandScanner

idDesignSystems_LevelTransitionStation

idDesignSystems_LootBox

idDesignSystems_NarrativeTable

idDesignSystems_PowerCell

idDesignSystems_Receptacle

idDesignSystems_ResupplyStation

idDesignSystems_SaveStation

idDesignSystems_SecurityUnlockStation

idDesignSystems_Turret
```

idDesignSystems_UpgradeStation

idDesignSystems_VirtualGUI

idDesignSystemsEntity

idDestroyableProp

idDynamicEntity

idDynamicEntity_Damageable

idDynamicSnapMapEntity

idDynamicStampEntity

idDynamicStampEntity_Coop

idDynamicVisibilityBlocker

idDynamicWaterEntity

idEditorModelEntity

idElectricBoltEmitter

idEncounterAmbientAudio

idEncounterGroupMgr

idEncounterManager

idEncounterModifier_Reset

idEncounterModifier_SetEnabledState

idEncounterModifier_SetNextScriptIndex

idEncounterTrigger_AmbientAIAudio

idEncounterTrigger_Commit

idEncounterTrigger_Exit

idEncounterTrigger_OverrideCombatGrouping

idEncounterTrigger_PreCombat

idEncounterTrigger_RaiseUserFlag

idEncounterVolume_ValidCover

idEntity_Safehouse_Location

idEntityCamera

idEntityFog

idEntityFx

idEntityFxRandom

idEntityImposter

idEnvArea

idEnvironmentalDamage_Hurt_Trigger

idEnvironmentalDamage_Point

idEnvironmentalDamage_PointManager_Trigger

idFlightVolumeTraversalSpline

idFoliage

idFreeCamera

idFuncCloth

idFuncRotate

idFuncShadowCaster

idFuncSwing

idGameChallenge

idGameChallenge_Bloodthirst

idGameChallenge_CampaignSinglePlayer

idGameChallenge_Chargeball

idGameChallenge_ClanArena

idGameChallenge_Conveyor

idGameChallenge_Coop

idGameChallenge_Coop_HudInfo

idGameChallenge_Coop_Variables

idGameChallenge_Domination

idGameChallenge_DoubleHelix

idGameChallenge_Elimination

idGameChallenge_FFA

idGameChallenge_FlagMode

idGameChallenge_FreezeTag

idGameChallenge_Possession

idGameChallenge_PVP

idGameChallenge_SafeHouse

idGameChallenge_Sector

idGameChallenge_TDM

idGameSystems_Manager_ContainerEntity

idGlass

idGlobalDataComponent

idGodRays

idGoreEntity

idGuiEntity

idGuiEntityCinematic

idGuiEntityCinematicWide

idGuiEntityCounter

idGuiEntityStatic

idHologram

idInfluenceSpawnSettings

idInfo

idInfo_BounceDestination

idInfo_DoorTraversalChain

idInfo_GatedTraversalChain

idInfo_GatedTraversalSet

idInfo_SpawnConditionProxy

idInfo_TeleportDestination

idInfo_TraversalChain

idInfo_TraversalPoint

idInfo_Trigger_Facing_Target

idInfo_UniversalTraversal

idInfoAAS

idInfoAmbient

idInfoBounds

idInfoCloudShot

idInfoCover

idInfoCoverExposed

idInfoDebugMapName

idInfoDebugMarker

idInfoDebugText

idInfoExportHint

idInfoFlightVolumeEntrance

idInfoFocus

idInfoGoalPosition

idInfoLevelFadeIn

idInfoLookTarget

idInfoLookTargetGroup

idInfoOrbit

idInfoPath

idInfoPlayerHud

idInformationEntity

idInfoRoam

idInfoRuler

idInfoSpawnPoint

idInfoSplineChild

idInfoTexLod

idInfoTraversal

idInfoTraversalEndPoint

idInfoWaitForButtonAfterLoad

idInteractable

idInteractable_EliteGuard

idInteractable_EliteGuard_Coop

idInteractable_GiveItems

idInteractable_LootCrate

idInteractable_LootDrop

idInteractable_Minigame

idInteractable_Moveable

idInteractable_NightmareMarker

```
idInteractable_Obstacle

idInteractable_Obstacle_SnapDoor

idInteractable_PowerCoreReceptacle

idInteractable_Tutorial

idInteractable_VegaTraining

idInteractable_WeaponModBot

idInteractable_WorldCache

idInteractionCamera

idInventoryStorage

idItemPropSpawner

idJostleAnimated

idJostleSpring

idJostleSwivel

idLaserHazard

idLensFlare

idLight

idLoot_Blocker

idLoot_ItemCase

idLowGravityMover

idMapSpecificUnlockables

idMover

idMoverModifier

idMultiplayerTrigger

idNarrative_Interactable

idNarrativeDirector

idNavSplinePath

idNetworkedEntityFx

idNetworkedParticleEmitter

idObjective_Relay

idOverTheShoulderCamera

idParticleEmitter

idPathCorner

idPerceptionVolume

idPieceEmitter

idPlaceableSnapAIEncounter

idPlayer

idPlayerStart

idPortalSurface

idPortalWorld

idPowerLine

idProjectile
```

```
idProjectile_AutoTurret

idProjectile_BfgArc

idProjectile_BfgBurn

idProjectile_Boomerang

idProjectile_CacoDemonRocket

idProjectile_Chargeball

idProjectile_CyberdemonSwarmMissile

idProjectile_DamageOverTime

idProjectile_DeployedLaser

idProjectile_Dispenser

idProjectile_Drone

idProjectile_EMP

idProjectile_GBF

idProjectile_Grenade

idProjectile_Grenade_DemonControl

idProjectile_GroundDeploy

idProjectile_GuardBoulder

idProjectile_HarvesterDetonateBall

idProjectile_Nanobore

idProjectile_PersonalTeleporter

idProjectile_PlasmaPuddle

idProjectile_Proximity_Mine

idProjectile_Rocket

idProjectile_RocketBounce

idProjectile_SiphonGrenade

idProjectile_Slicer

idProjectile_StealthField

idProjectile_StrikerGrenade

idProjectile_SwarmMissile

idProjectile_SwarmMissile_V2

idProjectile_ThreatSensor

idProp

idProp_AIArmor

idProp_ArmorPickup

idProp_Breakable

idProp_BreakableLoot

idProp_ContinuallyUsed

idProp_Conveyor_ControlPoint

idProp_Coop

idProp_Coop_Billboard

idProp_DemonCircle
```

```
idProp_Domination_ControlPoint
idProp_DoubleHelix_CapturePoint
idProp_DoubleHelix_Flag
idProp_ElectricArmor
idProp_Explosive
idProp_FlagMode_CapturePoint
idProp_FlagMode_Flag
idProp_HealthPickup
idProp_Loot
idProp_Moveable
idProp_OnlineCollectible
idProp_Pickup
idProp_PlayableDemonCircle
idProp_PowerCell
idProp_Sector_ControlPoint
idProp_Spawnable
idProp_Static
idProp_Usable
idProp_WeaponPickup
idProp_WeaponStatic
idProp2
idQuestNavSplinePath
idRailSplinePath
idRailTurret
idRandomLoot
idReferenceMap
idRegenArea
idResurrectionProxy
idRibbonEmitter
idRiftBuildPosition
idRotatableCamera
idSlowMotionCamera
idSnapAmmoPickup
idSnapBackpackPickup
idSnapDroppable
idSnapEvent
idSnapEvent_MiniBoss
idSnapEvent_Survive
idSnapEvent_WaveBattle
idSnapFilter
idSnapFilter_AI
```

```
idSnapFilter_Bool

idSnapFilter_CachedEntity

idSnapFilter_Droppable

idSnapFilter_Equipment

idSnapFilter_Module

idSnapFilter_Player

idSnapFilter_Race

idSnapFilter_Team

idSnapFilter_UserFilter

idSnapFilter_Volume

idSnapFilter_Weapon

idSnapGuiEntity

idSnapInspectCameraHint

idSnapItemHint

idSnapMapAction

idSnapMapAction_AI_SetMod

idSnapMapAction_AI_SetStaggerEnabled

idSnapMapAction_AIConductor_ClearSpawnQueue

idSnapMapAction_AIDifficulty

idSnapMapAction_AssignToTeam

idSnapMapAction_BoolVar_Set

idSnapMapAction_BoolVar_Test

idSnapMapAction_BoolVar_Toggle

idSnapMapAction_CachedEntityVar_Operation

idSnapMapAction_Camera_ActivateCamera

idSnapMapAction_Camera_DeactivateCamera

idSnapMapAction_Camera_FadeCamera

idSnapMapAction_Camera_FadeFromToCamera

idSnapMapAction_Camera_SetEnvironment

idSnapMapAction_Camera_Shake

idSnapMapAction_ChangeRace

idSnapMapAction_CheckTriggerContents

idSnapMapAction_ColorVar_Channel_Operation

idSnapMapAction_ColorVar_Operation

idSnapMapAction_ComboStart_SetEnable

idSnapMapAction_CompleteMainObjective

idSnapMapAction_CompleteSubObjective

idSnapMapAction_Counter_Modify

idSnapMapAction_Counter_Reset

idSnapMapAction_Counter_Set

idSnapMapAction_CustomEventFire
```

```
idSnapMapAction_Damage

idSnapMapAction_Door_EndLockdown

idSnapMapAction_Door_StartLockdown

idSnapMapAction_Droppable_Remove

idSnapMapAction_Droppable_Reset

idSnapMapAction_Echo_Glitch

idSnapMapAction_Echo_Opacity

idSnapMapAction_Echo_Play

idSnapMapAction_Encounter_ApplyBuff

idSnapMapAction_Encounter_AssignTeam

idSnapMapAction_EndGame

idSnapMapAction_EndGame_Conditional

idSnapMapAction_Explodable_Explode

idSnapMapAction_FinishCountDown

idSnapMapAction_FinishEncounter

idSnapMapAction_FinishSnapEvent

idSnapMapAction_FollowPath

idSnapMapAction_Gate_SetA

idSnapMapAction_Gate_SetB

idSnapMapAction_Gate_Test

idSnapMapAction_GivePlayerScore

idSnapMapAction_GiveTeamScore

idSnapMapAction_Hazard_SetDamage

idSnapMapAction_Heal

idSnapMapAction_HealAI

idSnapMapAction_HideMainObjective

idSnapMapAction_HideObjective

idSnapMapAction_Incapacitate

idSnapMapAction_Interactable_SetEnable

idSnapMapAction_Interaction

idSnapMapAction_IntTest

idSnapMapAction_IntVar_Operation

idSnapMapAction_IntVar_Random

idSnapMapAction_Kill

idSnapMapAction_KillAI

idSnapMapAction_LaserHazard_SetOn

idSnapMapAction_Light_SetIntensity

idSnapMapAction_Light_SetOn

idSnapMapAction_LoadSubObjectiveProgress

idSnapMapAction_Logic_Fire

idSnapMapAction_Logic_ResetRandomRelayUsedList
```

```
idSnapMapAction_Logic_SetDelay

idSnapMapAction_Logic_SetRandomRelayActivateCount

idSnapMapAction_Logic_SwitchFire

idSnapMapAction_LootDropRestriction

idSnapMapAction_ModifyAmmo

idSnapMapAction_Module_AllowAicSpawn

idSnapMapAction_Module_EndLockDown

idSnapMapAction_Module_LockDown

idSnapMapAction_Module_SetEnvironment

idSnapMapAction_Mover_Start

idSnapMapAction_NumTest

idSnapMapAction_NumVar_Operation

idSnapMapAction_NumVar_Random

idSnapMapAction_PauseCountDown

idSnapMapAction_PlayCallout

idSnapMapAction_Player_DropCurrentWeapon

idSnapMapAction_Player_GiveDroppable

idSnapMapAction_Player_GiveItem

idSnapMapAction_Player_GivePowerup

idSnapMapAction_Player_GiveTakeAbility

idSnapMapAction_Player_Respawn

idSnapMapAction_Player_SaveApplyRestorePoint

idSnapMapAction_Player_TakeDroppable

idSnapMapAction_Player_TakeItem

idSnapMapAction_PlayerCamera_FadeCamera

idSnapMapAction_PlayerCamera_FadeFromToCamera

idSnapMapAction_PlayerCamera_SetEnvironment

idSnapMapAction_PlayerCamera_Shake

idSnapMapAction_PlayerInput_SetEnable

idSnapMapAction_PlayerLoadout_GiveLoadout

idSnapMapAction_PlayerLoadout_SetDemonSelection

idSnapMapAction_PlayerLoadout_SetMaxWeaponSlots

idSnapMapAction_PlayerResource_Operation

idSnapMapAction_PlayerResource_Spend

idSnapMapAction_PlayMusic

idSnapMapAction_PlaySpeaker

idSnapMapAction_PostEvent

idSnapMapAction_PowerCoreReceptacle_RespawnCell

idSnapMapAction_PowerCoreReceptacle_SetCoreColor

idSnapMapAction_Prop_EnableFX

idSnapMapAction_RemoveAI
```

```
idSnapMapAction_RemoveEntity

idSnapMapAction_RemovePOI

idSnapMapAction_Repeater_Stop

idSnapMapAction_Repeater_Toggle

idSnapMapAction_ResetAicModuleCooldown

idSnapMapAction_ResetCountDown

idSnapMapAction_ResourceTest

idSnapMapAction_Respawn

idSnapMapAction_Revive

idSnapMapAction_SaveSubObjectiveProgress

idSnapMapAction_Secret

idSnapMapAction_Sequencer_Reset

idSnapMapAction_Sequencer_SetSequenceNumber

idSnapMapAction_SetColor

idSnapMapAction_SetConductorSpawningPauseState

idSnapMapAction_SetCountDown

idSnapMapAction_SetLaunchDestination

idSnapMapAction_SetLaunchSpeed

idSnapMapAction_SetPlayerModifier

idSnapMapAction_SetPlayerScore

idSnapMapAction_SetPOI

idSnapMapAction_SetSubObjectiveProgress

idSnapMapAction_SetTeam

idSnapMapAction_SetTeamScore

idSnapMapAction_Settings_SetActive

idSnapMapAction_SetTriggerActivatable

idSnapMapAction_SetTriggerVisible

idSnapMapAction_ShowMainObjective

idSnapMapAction_ShowMessage

idSnapMapAction_ShowObjective

idSnapMapAction_ShowObjectiveCounter

idSnapMapAction_ShowObjectiveHealth

idSnapMapAction_ShowObjectiveResource

idSnapMapAction_ShowObjectiveTimer

idSnapMapAction_ShowSubObjective

idSnapMapAction_SpawnEncounter

idSnapMapAction_SpawnInhibit_SetEnable

idSnapMapAction_SpawnItem

idSnapMapAction_StartCountDown

idSnapMapAction_StartIterator

idSnapMapAction_StartSnapEvent
```

idSnapMapAction_StopCountDown

idSnapMapAction_StopMusic

idSnapMapAction_StopSpeaker

idSnapMapAction_StringTest

idSnapMapAction_StringVar_Build

idSnapMapAction_StringVar_Set

idSnapMapAction_TeamResource_Operation

idSnapMapAction_TeamResource_Spend

idSnapMapAction_Teleport

idSnapMapAction_Teleporter_SetEnable

idSnapMapAction_ToggleShowHide

idSnapMapAction_UpdateSpeaker

idSnapMapAction_Volume_EnableDisableTouch

idSnapMapCapEntity

idSnapMapCustomEvent

idSnapMapEntity_IntCompare

idSnapMapEntity_NumCompare

idSnapMapEntity_ResourceCompare

idSnapMapEntity_StringCompare

idSnapMapGameEntity_AI

idSnapMapGameEntity_AIDirector

idSnapMapGameEntity_BouncePad

idSnapMapGameEntity_BouncePadDestination

idSnapMapGameEntity_Callout

idSnapMapGameEntity_Camera

idSnapMapGameEntity_CodexMessage

idSnapMapGameEntity_ComboStart

idSnapMapGameEntity_ControlPoint

idSnapMapGameEntity_Encounter

idSnapMapGameEntity_EncounterList

idSnapMapGameEntity_EndGame

idSnapMapGameEntity_GameplaySettings

idSnapMapGameEntity_HUDSettings

idSnapMapGameEntity_ItemSpawnSettings

idSnapMapGameEntity_Level

idSnapMapGameEntity_Light

idSnapMapGameEntity_Message

idSnapMapGameEntity_Module

idSnapMapGameEntity_Music

idSnapMapGameEntity_NextMapSettings

idSnapMapGameEntity_Objective

```
idSnapMapGameEntity_ObjectiveSP

idSnapMapGameEntity_ObjectiveSub

idSnapMapGameEntity_Player

idSnapMapGameEntity_Player_Loadout

idSnapMapGameEntity_PlayerCamera

idSnapMapGameEntity_PlayerInput

idSnapMapGameEntity_ScoreSettings

idSnapMapGameEntity_SettingsBase

idSnapMapGameEntity_SnapPoiSettings

idSnapMapGameEntity_Spawner

idSnapMapGameEntity_Spawner_Ammo

idSnapMapGameEntity_Spawner_Backpack

idSnapMapGameEntity_Spawner_Droppable

idSnapMapGameEntity_Spawner_Fx

idSnapMapGameEntity_Speaker

idSnapMapGameEntity_Team

idSnapMapGameEntity_TeleporterDestination

idSnapMapGameEntity_TeleporterPad

idSnapMapGameEntity_TransmissionMessage

idSnapMapGameEntity_WorldText

idSnapMapGameEntityIterator

idSnapMapGameEntityIterator_AI

idSnapMapGameEntityIterator_Player

idSnapMapGameEntityIterator_Team

idSnapMapLensFlare

idSnapMapListener

idSnapMapListener_Activator

idSnapMapListener_AIKilled

idSnapMapListener_CapturePointCaptured

idSnapMapListener_DroppableActivator

idSnapMapListener_IntCompare

idSnapMapListener_IntensityChanged

idSnapMapListener_NumCompare

idSnapMapListener_OnEncounterPercentageReached

idSnapMapListener_OnHealthPercentageReached

idSnapMapListener_OnSnapScoreReached

idSnapMapListener_PlayerEnteredModule

idSnapMapListener_PlayerIncapacitated

idSnapMapListener_PlayerInput

idSnapMapListener_SequencerFired

idSnapMapListener_Simple
```

idSnapMapListener_SnapAnimEvent

idSnapMapListener_StringCompare

idSnapMapListener_TeamScoreReached

idSnapMapLogic

idSnapMapLogic_Count

idSnapMapLogic_CountDown

idSnapMapLogic_Delay

idSnapMapLogic_Gate

idSnapMapLogic_RandomRelay

idSnapMapLogic_Relay

idSnapMapLogic_Repeater

idSnapMapLogic_Sequencer

idSnapMapLogic_Switch

idSnapMapParticleEmitter

idSnapMapPortal

idSnapMapStaticWaterEntity

idSnapMapUserFilter

idSnapMapVariable

idSoundDoor

idSoundEnvironment

idSoundTrigger

idSpawnArea

idSpawnNode

idSpawnNodeSplines

idSpawnPoint

idSpeaker

idSpeaker_Beam

idSpectatorCamera

idSpitfireCannon

idSplinePath

idSpringCamera

idStaticEntity

idStaticMultiGuiEntity

idStaticVisibilityBlocker

idStaticWaterEntity

idSummoningTemplate

idSyncEntity

idTarget_ActionScript

idTarget_ActivateOutline

idTarget_AdaptiveTickToggle

idTarget_AIEvent

```
idTarget_AmplitudeTrigger

idTarget_AnimWebChangeState

idTarget_AnimWebChangeStateVia

idTarget_AnimWebPause

idTarget_AnimWebUnpause

idTarget_ApplyExplosionImpulse

idTarget_ApplyImpulse

idTarget_Award_Adrenaline

idTarget_Award_RushAttack

idTarget_BinaryModelController

idTarget_Break

idTarget_ChangeColor

idTarget_ChangeMaterial

idTarget_ChangeVolume_PlayerEnvOverride

idTarget_Cinematic

idTarget_CinematicHud

idTarget_ClearFakeEnemy

idTarget_Codex

idTarget_CollisionDamage

idTarget_Command

idTarget_CompassPOI

idTarget_Conditional

idTarget_ConditionalAccessor

idTarget_Count

idTarget_Count_Random

idTarget_Credits

idTarget_Cvar

idTarget_Damage

idTarget_DeactivateStatusEffects

idTarget_DisableEscMenu

idTarget_Disconnect

idTarget_DummyFire

idTarget_DynamicChallenge_End

idTarget_DynamicChallenge_FailChallenge

idTarget_DynamicChallenge_GiveBonus

idTarget_DynamicChallenge_PointTrigger

idTarget_DynamicChallenge_Start

idTarget_EnableAIEvent

idTarget_EnableGroup

idTarget_EnableTarget

idTarget_EndOfCampaign
```

idTarget_EndOfClassicDoomLevel

idTarget_EndOfLevel

idTarget_Enemy

idTarget_EquipItem

idTarget_FakeEnemy

idTarget_FireWeapon

idTarget_FirstThinkActivate

idTarget_ForceDormancy

idTarget_ForceGroupRole

idTarget_GameChallengeGameOver

idTarget_GameChallengeSetState

idTarget_GameStateIntInc

idTarget_GameStateIntSet

idTarget_GiveCollectible

idTarget_GiveItems

idTarget_GiveWeaponUpgradePoints

idTarget_GroupExpression

idTarget_GroupMessage

idTarget_GUICommand

idTarget_Hide

idTarget_InteractionAction

idTarget_Intro

idTarget_InventoryCheck

idTarget_LayerStateChange

idTarget_LevelTransition

idTarget_LightController

idTarget_MakeActivatable

idTarget_ModifyGroup

idTarget_ModifyTraversalClass

idTarget_Objective_Complete

idTarget_Objective_Give

idTarget_Objective_HideEntities

idTarget_Objective_Replace

idTarget_Objective_Triggered

idTarget_Path

idTarget_Perk

idTarget_Ping

idTarget_PlayerCheckpoint

idTarget_PlayerInvulnerability

idTarget_PlayerModifier

idTarget_PlayerStatModifier

```
idTarget_PlayerStatus
idTarget_PlayerViewEffect
idTarget_PlayerWhiplash
idTarget_PlayMovieClip
idTarget_PlayVoiceOver
idTarget_Print
idTarget_RandomImpulse
idTarget_Remove
idTarget_RemoveItems
idTarget_Secret
idTarget_SecurityUnlockChangeState
idTarget_SetGroupCombatStage
idTarget_SetInEncounterGroup
idTarget_SetSpawnSpot
idTarget_ShakeTrigger
idTarget_Show
idTarget_ShowGui
idTarget_Snap_Objective
idTarget_SoundDuck
idTarget_Spawn
idTarget_Spawn_Coop
idTarget_Spawn_Parent
idTarget_Spawn_Target
idTarget_StartSoundShader
idTarget_Subtitle
idTarget_SwapFaction
idTarget_Teleport
idTarget_Test
idTarget_TestActivation
idTarget_TestCommand
idTarget_TestEntity
idTarget_TestEntityBool
idTarget_TestExit
idTarget_TestInstruction
idTarget_TestOverrideStatus
idTarget_TestPlayerState
idTarget_TestScreenCompare
idTarget_TestScreenShot
idTarget_TestShotsFired
idTarget_Timeline
idTarget_Timer
```

idTarget_TutorialGui

idTarget_TutorialPopupLoadout

idTarget_UnlockArcadeMode

idTarget_UnlockUltraNightmare

idTarget_ViewPos

idTarget_VoiceCommunication

idTargetSpawnGroup

idTeamCapturePoint

idTeleporterPad

idTest_AimPoint

idTest_ConeConstraint

idTest_MetaData_Bounds

idTest_MetaData_Circle

idTest_MetaData_Cylinder

idTest_MetaData_Cylinder2

idTest_MetaData_Fov

idTest_MetaData_FovPitch

idTest_MetaData_FovYaw

idTest_MetaData_Line

idTest_MetaData_Model

idTest_MetaData_MoveableSpheres

idTest_MetaData_Plane

idTest_MetaData_SectorPitch

idTest_MetaData_SectorYaw

idTest_MetaData_String

idTest_MetaData_Target

idTest_MetaData_WebPath

idTest_RandomAimPoint

idTest_RotationTracker

idTest_Sector

idTestEntity

idTestModel2

idTrailerCamera

idTrigger

idTrigger_AIInteraction

idTrigger_BouncePad

idTrigger_CoopSafeZone

idTrigger_Damage

idTrigger_DummyFire

idTrigger_DynamicHurt

idTrigger_EnergyField

```
idTrigger_Facing

idTrigger_ForcePlayerBodyReactionOnce

idTrigger_Hurt

idTrigger_Multiplayer

idTrigger_PlayerHud_PlayMovieClip

idTrigger_Push

idTrigger_RemoveEntities

idTrigger_RemoveInventoryItems

idTrigger_Repulsor

idTrigger_TakeDamage

idTrigger_Teleporter

idTrigger_TestPlayerState

idTrigger_VoiceCommunication

idTriggerToucher

idTumbleWeed

idTurret

idUmbraVolume

idUtilityCamera

idVectorFieldEntity

idVolume

idVolume_AREntity

idVolume_Blocking

idVolume_ControlPointSpawnInfluence

idVolume_CustomLedgeGrab

idVolume_Damage

idVolume_DamageOverTime

idVolume_DemonicBait

idVolume_DemonicPossession

idVolume_DeployedLaser

idVolume_Domination

idVolume_EmpField

idVolume_EnvironmentHazard

idVolume_Flight

idVolume_ForceDormant

idVolume_Gravity

idVolume_HandsEnvironmentalReaction

idVolume_Inhibit_AIDirector_Spawning

idVolume_InvalidDemonDropZone

idVolume_ItemGroup

idVolume_KillDownedInjured

idVolume_LocationCalling
```

idVolume_MancubusSteam

idVolume_MancubusSteamFX

idVolume_MatterBallCore

idVolume_MatterBallWarp

idVolume_OliviasGuardFight_DangerZone

idVolume_PauseArcadeModeFuse

idVolume_PlasmaPuddle

idVolume_PlasmaPuddleFX

idVolume_PlayerBodyReaction

idVolume_PlayerEnvOverride

idVolume_PlayerUseProxy

idVolume_PlayerViewEffect

idVolume_RevivePlayer

idVolume_RunCycleHint

idVolume_RuneHint

idVolume_Safehouse_Sensor

idVolume_Safehouse_Shield

idVolume_SecretHint

idVolume_Sector

idVolume_Siphon

idVolume_SnapLockdownDoor

idVolume_SoulDrop

idVolume_SpaceWarp

idVolume_Stairs

idVolume_StealthField

idVolume_ToggleableDamageOverTime

idVolume_Trigger

idVolume_Trigger_Editable

idVolume_Trigger_Editable_Damageable

idVolume_VirtualGUI

idWaterEntity

idWaterRippleEmitter

idWaveShield

idWeaponEntity

idWorldClipBounds

idWorldDestructibleEntity

idWorldspawn