
Revolution Documentation

Release latest

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This is the scripting API documentation for Serious Sam Classics: Revolution.

Contributions

Contributions to the documentation can be submitted on [Github](#).

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2.1 Dedicated Server

2.1.1 Installing

The dedicated server can be installed either via [Steam CMD](#) or via the Steam client itself.

If you're installing the dedicated server via Steam CMD, the AppID for the dedicated server is 299310.

Alternatively, you can get the dedicated server via the Steam client, under the **Tools** tab. It will be located in the `steamapps` folder, under `Serious Sam Revolution/Bin/DedicatedServer.exe`.

2.1.2 Configuring

First of all, you need to have a server configuration. A configuration is a folder of `.ini` files that define the properties. These configurations are actually scripts, which run on the internal shell, which is basically the same as the in-game console.

Each configuration has its own folder in the `Scripts/Dedicated/` folder. You can see that there are already a few default configurations that we ship, but we don't recommend using them directly. You can use the folders as a template for your own server, however.

As a quick guide to getting started, we'll set up a basic cooperative server. Copy the `DefaultCoop` folder and paste it in the same folder with a different name. For example, `MyAwesomeCoopServer`. This server configuration can then be used by the dedicated server executable by running the dedicated server with the name of the folder as its parameter. For example: `Bin/DedicatedServer.exe MyAwesomeCoopServer`.

You could make a batch file for this for convenience::

```
@echo off
Bin/DedicatedServer.exe MyAwesomeCoopServer
```

init.ini

In the example above, we copied `DefaultCoop` to `MyAwesomeCoopServer`. In that folder, there is an `init.ini` file, which is the most important file in your configuration. This is where you'll set most of the server properties.

The default file has comments explaining most of the options, but here's a list of a few noteworthy ones:

- `net_iPort = 27015`; This sets the server port to 27015 and - implicitly - the enumeration port to 27016.

- `gam_strSessionName = "Awesome Server";` This sets the server name that is shown in the server browser.
- `net_ctMaxPayers = 16;` This sets the maximum amount of players to 16. The minimum for this is 2, and the maximum is 42.
- `ser_bWaitFirstPlayer = 1;` This makes the server wait for the first player to join the server before it starts executing game ticks. It's recommended to keep this option on.
- `ded_strLevel = "...";` Sets the level to start on. This can optionally get overridden in the `n_begin.ini` files.

Some helpful variables that are not included with the default configurations are:

- `net_bEnableAPI = 1;` Enables the RCon API. This will allow you to use `RCon.exe` to connect to your server and execute commands. This will also allow you to programatically execute commands on the server.
- `net_iPortAPI = 5000;` Sets the port used for the API to 5000.
- `net_strAdminPassword = "joe";` Sets the RCon password to "joe". You will need this when connecting to the API.
- `ser_bPure = 1;` Requires all clients to have the same mods installed as the server. That means that if the server has no mods installed, all other clients must also not have any mods installed.

n_begin.ini

This file is executed at the beginning of the round, before the level loads on the server. This means that you can put `ded_strLevel = "...";` here to load a different level. This is normally only useful in versus gamemodes. By making several files, such as `1_begin.ini`, `2_begin.ini`, `3_begin.ini`, ..., you can define a list of levels that will be played through on the server.

n_end.ini

Executed at the end of the round. This could be used (for example) to tell clients what map is going to be played next. However, it's not recommended you use these files for actual scripting, but instead use script addons written in Bromscript. Therefore, it's suggested you keep this file empty, or simply not modify the default example scripts if you so wish.

2.1.3 Addons

Addons are scripts written in Bromscript that can get executed by the game or the server. By default, Revolution ships with the "CCC", the "Combative Creature Cutter".

CCC (Combative Creature Cutter)

Todo...

2.2 Scripting

2.2.1 Introduction

The scripting language we use in Revolution is called Bromscript. This is an advanced scripting language written by one of our own programmers. It's heavily inspired by Lua and C++, with the goal to improve upon the existing Lua syntax. You can read more about it on [the Bromscript website](#).

2.2.2 Script entity

The script entity in-game lets you execute scripts when the entity is triggered. These scripts can reference other entities and change their properties.

A simple example that doubles a Gnaar's run speed would be something like:

```
local ent = Entities.GetByName("Some Gnaar")
ent.m_fAttackRunSpeed *= 2
```

2.2.3 Script handles

These is where most of the API resides.

Color

The Color handle is used for storing color values.

It has 4 member variables:

- Byte R
- Byte G
- Byte B
- Byte A

Constructor

The constructor takes 4 arguments:

- Byte r
- Byte g
- Byte b
- Byte a

Console

Lets you interact with the console.

AddVariable

Adds a console variable (of `CTString` type) that the user can manipulate in the console.

This function takes 1 argument:

- `String name` - The name of the cvar.

GetVariable

Returns the value of the cvar as a `String`.

This function takes 1 argument:

- `String name` - The name of the cvar.

Exec

Execute a string in the console.

This function takes 1 argument:

- `String command` - The command to execute.

Draw

The Draw handle is used to render on the screen.

Text

Renders a string of text to the screen.

This function takes 5 arguments:

- `String text` - The text to render.
- `Number x` - The X coordinate to render at.
- `Number y` - The Y coordinate to render at.
- `Number scale` - The scale to render the text with.
- `Color color` - The color for the text. (This can also be a `Number`)

Texture

Renders a texture to the screen.

This function takes 6 arguments:

- `Texture texture` - The texture.
- `Number x` - The X coordinate to render at.
- `Number y` - The Y coordinate to render at.
- `Number w` - The destination width to render at.

- Number `h` - The destination height to render at.
- Color `color` - The color for the texture. (This can also be a `Number`)

Rectangle

Renders a colored rectangle to the screen.

This function takes 5 arguments:

- Number `x` - The X coordinate to render at.
- Number `y` - The Y coordinate to render at.
- Number `w` - The destination width to render at.
- Number `h` - The destination height to render at.
- Color `color` - The color for the rectangle. (This can also be a `Number`)

Line

Renders a colored line to the screen.

This function takes 5 arguments:

- Number `x1` - The X coordinate for the first point.
- Number `y1` - The Y coordinate for the first point.
- Number `x2` - The X coordinate for the second point.
- Number `y2` - The Y coordinate for the second point.
- Color `color` - The color for the line. (This can also be a `Number`)

Line3D

Renders a colored line to the screen with 3D projection.

This function takes 7 arguments:

- Number `x1` - The X coordinate for the first point.
- Number `y1` - The Y coordinate for the first point.
- Number `z1` - The Z coordinate for the first point.
- Number `x2` - The X coordinate for the second point.
- Number `y2` - The Y coordinate for the second point.
- Number `z2` - The Z coordinate for the second point.
- Color `color` - The color for the line. (This can also be a `Number`)

GetScreenWidth

Returns a `Number` of the width of the draw port in pixels.

GetScreenHeight

Returns a `Number` of the height of the draw port in pixels.

GetAbsolutePoint

Returns the absolute screen point based on HUD element anchor as a `Vector`.

This function takes 5 arguments:

- `Number x` - The X offset for the element.
- `Number y` - The Y offset for the element.
- `Number w` - The width of the element.
- `Number h` - The height of the element.
- `Number anchor` - The type of anchor as a number. This ranges between 0 and 16: * `HEA_TopLeft` = 0 * `HEA_TopRight` = 1 * `HEA_BottomLeft` = 2 * `HEA_BottomRight` = 3 * `HEA_Left` = 4 * `HEA_Right` = 5 * `HEA_Top` = 6 * `HEA_Bottom` = 7 * Types 8 through 15 (parented elements) are currently unsupported with this function. * `HEA_Center` = 16

Entities

The Entities handle can be used to access and manipulate entities.

GetAll

Returns a `Table` of all entities in the world.

GetLocalPlayers

Returns a `Table` of local `PlayerHandle` objects. “Local” means the players that are playing on the computer the function is called on. This is most often a single player, but could also be multiple players in case of split screen.

GetAllPlayers

Returns a `Table` of all `PlayerHandle` objects in the world.

GetByName

Returns an entity by name, or `null` if it can't be found.

This function takes 1 or 2 arguments:

- `String name` - The name of the entity.
- (optional) `Number index` - The index of the entity in the array, in case there are more entities with the same name in the world.

GetCount

Returns a `Number` of the amount of entities currently in the world.

GetByIndex

Returns the entity at the given index from the world. Must be between 0 and the return value of `GetCount`.

This function takes 1 argument:

- `Number index`

GetLocation

Returns a `Vector` of the position of the given entity.

- `CEntity entity`

SendSync

Sends a correctional synchronization packet to clients for the given entity and the given property name. This is useful for addons, so servers can force the state of some property on some entity.

This function takes 2 arguments:

- `CEntity entity` - The entity to send a correctional packet for to clients.
- `String propertyName` - The name of the member variable on the entity to send a correctional packet for.

Player

The `Player` handle contains information about a player.

It has 3 member variables:

- `Number PID` - The player ID.
- `String Name` - The current name of the player.
- `String SteamID` - The Steam ID of the player, in Steam2 ID format.

Kick

Kicks this player if this is called on a server.

This function takes 1 argument:

- `String reason` - The disconnect message to show to the player.

SendChat

Send a chat message to this player from the server. Nobody else but this player will see the message.

This function takes 1 argument:

- `String message` - The message to send to the player.

GetEntity

Returns the `CPlayer` object for this player.

operator ==

Returns a `bool` if the players have matching Steam IDs.

Server

This is the server library for dedicated server addons.

DoCommand

Executes a string in the server console. It then returns a string of the output of the executed command.

This function takes 1 argument:

- `String command` - The string to execute in the console.

GetMap

Returns the filename of the current level as a `String`.

GetPort

Returns the value of `net_iPort` as a `Number`.

GetHostname

Returns the hostname of the server as a `String`.

GetGamemodeName

Returns the name of the current gamemode as a `String`. This could be "Cooperative", "Deathmatch", "Capture The Flag", etc.

GetMaxPlayers

Returns the maximum number of players that can be in the server as a `Number`.

GetPlayerCount

Returns the current count of players in the server as a `Number`.

Texture

The Texture handle is used for storing textures.

Constructor

The constructor takes 1 argument:

- `String filename` - The filename of the tex file.

Timer

Can be used to run a function at a certain interval.

It has 2 member variables:

- `Number Delay` - The delay in seconds.
- `Number Counter` - The current counter value.

Constructor

When constructing, the timer will immediately start.

The constructor takes 3 arguments:

- `Number delay` - The delay in seconds.
- `Number counter` - After this many times calling the timer will stop automatically. Set this to 0 for unlimited.
- `Function func` - The function to call on timer tick.

Start

Start the timer.

This function takes 2 arguments:

- `Number delay` - The delay in seconds.
- `Number counter` - After this many times calling the timer will stop automatically. Set this to 0 for unlimited.

Stop

Stop the timer.

Vector

The Vector handle is used to store a vector.

It has 3 member variables:

- `Float X`
- `Float Y`
- `Float Z`

Constructor

The constructor takes 3 arguments:

- Float x
- Float y
- Float z

2.2.4 Entity classes

These are all the entity classes that are approachable by scripts.

CAchievementEntity

Remarks

n/a

Members

- string m_strName
- string m_strAchievement
- bool m_bSinglePlayerOnly
- bool m_bStat
- bool m_bStatAdd
- bool m_bStatFloat
- readonly m_iStatAmount
- float m_fStatAmount

CAirElemental

Inherits: CEnemyBase

Remarks

n/a

Members

- bool m_bFloat
- float m_fAttPosY
- bool m_bInitialAnim
- readonly m_penTrigger01

- readonly m_penTrigger02
- readonly m_penTrigger03
- readonly m_penTrigger04
- readonly m_penTrigger05
- readonly m_penTrigger06
- readonly m_penTrigger07
- readonly m_penTrigger08
- readonly m_penTrigger09
- readonly m_penTrigger10
- float m_fAttSizeCurrent
- float m_fAttSizeBegin
- float m_fAttSizeEnd
- float m_fAttSizeRequested
- bool m_bAttGrow
- readonly m_iSize
- float m_fLastSize
- float m_fTargetSize
- float m_fGrowSpeed
- float m_tmWindNextFire
- float m_fWindFireTimeMin
- float m_fWindFireTimeMax
- readonly m_iWind
- bool m_bDying
- float m_tmDeath
- float m_fDeathDuration
- vec3 m_fWindBlastFirePosBegin
- vec3 m_fWindBlastFirePosEnd
- float m_tmLastAnimation
- readonly m_penDeathInflictor
- bool m_bRenderParticles
- readonly m_soFire
- readonly m_soVoice
- readonly m_colParticles

Members inherited from CEnemyBase

- readonly m_penWatcher
- vec3 m_vStartPosition
- readonly m_penEnemy
- readonly m_ttTarget
- string m_strDescription
- string m_strName
- readonly m_soSound
- vec3 m_vStartDirection
- bool m_bOnStartPosition
- float m_fFallHeight
- float m_fStepHeight
- float m_fSenseRange
- float m_fViewAngle
- float m_fWalkSpeed
- readonly m_aWalkRotateSpeed
- float m_fAttackRunSpeed
- readonly m_aAttackRotateSpeed
- float m_fCloseRunSpeed
- readonly m_aCloseRotateSpeed
- float m_fAttackDistance
- float m_fCloseDistance
- float m_fAttackFireTime
- float m_fCloseFireTime
- float m_fStopDistance
- float m_fIgnoreRange
- float m_fLockOnEnemyTime
- float m_fBlowUpAmount
- readonly m_fBodyParts
- float m_fDamageWounded
- vec3 m_vDamage
- float m_tmLastDamage
- bool m_bRobotBlowup
- float m_fBlowUpSize
- float m_fMoveTime
- vec3 m_vDesiredPosition

- readonly m_dtDestination
- readonly m_penPathMarker
- vec3 m_vPlayerSpotted
- float m_fMoveFrequency
- float m_fMoveSpeed
- readonly m_aRotateSpeed
- float m_fLockStartTime
- float m_fRangeLast
- bool m_bFadeOut
- float m_fFadeStartTime
- float m_fFadeTime
- float m_fShootTime
- float m_fDamageConfused
- readonly m_iChargeHitAnimation
- float m_fChargeHitDamage
- float m_fChargeHitAngle
- float m_fChargeHitSpeed
- readonly m_penSpawnerTarget
- readonly m_penDeathTarget
- readonly m_eetDeathType
- bool m_bTemplate
- float m_fAttackRadius
- readonly m_colColor
- bool m_bDeaf
- bool m_bBlind
- float m_tmGiveUp
- float m_tmReflexMin
- float m_tmReflexMax
- float m_fActivityRange
- bool m_bApplyRandomStretch
- float m_fRandomStretchFactor
- float m_fStretchMultiplier
- float m_fRandomStretchMultiplier
- readonly m_penMarker
- readonly m_penMainMusicHolder
- float m_tmLastFussTime

- float m_iScore
- float m_fMaxHealth
- bool m_bBoss
- float m_fSpiritStartTime
- float m_tmSpraySpawned
- float m_fSprayDamage
- readonly m_penSpray
- float m_fMaxDamageAmount
- vec3 m_vLastStain
- readonly m_sptType
- readonly m_penTacticsHolder
- bool m_bTacticActive
- float m_tmTacticsActivation
- vec3 m_vTacticsStartPosition
- float m_fTacticVar1
- float m_fTacticVar2
- float m_fTacticVar3
- float m_fTacticVar4
- float m_fTacticVar5
- bool m_bTacticsStartOnSense
- readonly m_colBurning
- bool m_bResizeAttachments
- bool m_bGiveUpToClosestMarker
- string m_fnmCustomModel
- string m_fnmCustomTexture
- bool m_bUseCustomWeaponProjectile
- readonly m_eCustomWeaponProjectile
- readonly m_iCustomScore
- string m_fnmCustomMessage
- bool m_bShootHitscansInsteadOfProjectiles
- float m_fCustomHitscansDamage
- readonly m_penStartEnemy
- readonly m_eetEnvironmentType
- float m_fHealthScalar
- readonly m_penPrediction

Members inherited from CMovableModelEntity

- readonly en_iCollisionBox
- readonly en_iWantedCollisionBox

Members inherited from CMovableEntity

- vec3 en_vDesiredTranslationRelative
- vec3 en_aDesiredRotationRelative
- vec3 en_vCurrentTranslationAbsolute
- vec3 en_aCurrentRotationAbsolute
- readonly en_penReference
- vec3 en_vReferencePlane
- readonly en_iReferenceSurface
- readonly en_penLastValidReference
- float en_tmLastBreathed
- float en_tmMaxHoldBreath
- float en_fDensity
- float en_tmLastSwimDamage
- float en_tmMaxColdness
- float en_tmLastWarmth
- bool en_bImmuneToCold
- readonly en_iUpContent
- readonly en_iDnContent
- float en_fImmersionFactor
- vec3 en_vGravityDir
- float en_fGravityA
- float en_fGravityV
- vec3 en_vForceDir
- float en_fForceA
- float en_fForceV
- float en_tmJumped
- float en_tmMaxJumpControl
- float en_fJumpControlMultiplier
- float en_fAcceleration
- float en_fDeceleration
- float en_fStepUpHeight

- float en_fStepDnHeight
- float en_fBounceDampParallel
- float en_fBounceDampNormal
- float en_fCollisionSpeedLimit
- float en_fCollisionDamageFactor
- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CAmmoltem

Inherits: CItem

Remarks

n/a

Members

- readonly m_EaitType

Members inherited from CItem

- string m_strName
- string m_strDescription
- float m_fValue
- float m_fRespawnTime
- float m_fCustomRespawnTime
- bool m_bRespawn
- readonly m_penTarget
- bool m_bPickupOnce
- readonly m_soPick
- float m_fPickSoundLen
- bool m_bDropped

- readonly `m_ulPickedMask`
- bool `m_bFloating`
- string `m_fnmCustomModel`
- string `m_fnmCustomTexture`
- float `m_fCustomScale`
- string `m_fnmCustomPickupSound`
- bool `m_bOnlyCoop`
- readonly `m_penPrediction`

Members inherited from `CMovableModelEntity`

- readonly `en_iCollisionBox`
- readonly `en_iWantedCollisionBox`

Members inherited from `CMovableEntity`

- `vec3 en_vDesiredTranslationRelative`
- `vec3 en_aDesiredRotationRelative`
- `vec3 en_vCurrentTranslationAbsolute`
- `vec3 en_aCurrentRotationAbsolute`
- readonly `en_penReference`
- `vec3 en_vReferencePlane`
- readonly `en_iReferenceSurface`
- readonly `en_penLastValidReference`
- float `en_tmLastBreathed`
- float `en_tmMaxHoldBreath`
- float `en_fDensity`
- float `en_tmLastSwimDamage`
- float `en_tmMaxColdness`
- float `en_tmLastWarmth`
- bool `en_bImmuneToCold`
- readonly `en_iUpContent`
- readonly `en_iDnContent`
- float `en_fImmersionFactor`
- `vec3 en_vGravityDir`
- float `en_fGravityA`
- float `en_fGravityV`
- `vec3 en_vForceDir`

- float en_fForceA
- float en_fForceV
- float en_tmJumped
- float en_tmMaxJumpControl
- float en_fJumpControlMultiplier
- float en_fAcceleration
- float en_fDeceleration
- float en_fStepUpHeight
- float en_fStepDnHeight
- float en_fBounceDampParallel
- float en_fBounceDampNormal
- float en_fCollisionSpeedLimit
- float en_fCollisionDamageFactor
- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CAmmoPack

Inherits: CItem

Remarks

n/a

Members

- readonly m_aptPackType
- readonly m_iShells
- readonly m_iBullets
- readonly m_iRockets
- readonly m_iGrenades
- readonly m_iNapalm

- readonly m_iElectricity
- readonly m_iIronBalls
- readonly m_iSniperBullets
- readonly m_iPlasmaPacks
- readonly m_iMinePacks

Members inherited from CItem

- string m_strName
- string m_strDescription
- float m_fValue
- float m_fRespawnTime
- float m_fCustomRespawnTime
- bool m_bRespawn
- readonly m_penTarget
- bool m_bPickupOnce
- readonly m_soPick
- float m_fPickSoundLen
- bool m_bDropped
- readonly m_ulPickedMask
- bool m_bFloating
- string m_fnmCustomModel
- string m_fnmCustomTexture
- float m_fCustomScale
- string m_fnmCustomPickupSound
- bool m_bOnlyCoop
- readonly m_penPrediction

Members inherited from CMovableModelEntity

- readonly en_iCollisionBox
- readonly en_iWantedCollisionBox

Members inherited from CMovableEntity

- vec3 en_vDesiredTranslationRelative
- vec3 en_aDesiredRotationRelative
- vec3 en_vCurrentTranslationAbsolute

- `vec3 en_aCurrentRotationAbsolute`
- `readonly en_penReference`
- `vec3 en_vReferencePlane`
- `readonly en_iReferenceSurface`
- `readonly en_penLastValidReference`
- `float en_tmLastBreathed`
- `float en_tmMaxHoldBreath`
- `float en_fDensity`
- `float en_tmLastSwimDamage`
- `float en_tmMaxColdness`
- `float en_tmLastWarmth`
- `bool en_bImmuneToCold`
- `readonly en_iUpContent`
- `readonly en_iDnContent`
- `float en_fImmersionFactor`
- `vec3 en_vGravityDir`
- `float en_fGravityA`
- `float en_fGravityV`
- `vec3 en_vForceDir`
- `float en_fForceA`
- `float en_fForceV`
- `float en_tmJumped`
- `float en_tmMaxJumpControl`
- `float en_fJumpControlMultiplier`
- `float en_fAcceleration`
- `float en_fDeceleration`
- `float en_fStepUpHeight`
- `float en_fStepDnHeight`
- `float en_fBounceDampParallel`
- `float en_fBounceDampNormal`
- `float en_fCollisionSpeedLimit`
- `float en_fCollisionDamageFactor`
- `readonly en_boxMovingEstimate`
- `readonly en_boxNearCached`
- `vec3 en_vIntendedTranslation`
- `readonly en_mIntendedRotation`

- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CAnimationChanger

Remarks

n/a

Members

- string m_strName
- string m_strDescription
- readonly m_penTarget
- readonly m_iModelAnim
- bool m_bModelLoop
- readonly m_iTextureAnim
- bool m_bTextureLoop
- readonly m_iLightAnim
- bool m_bLightLoop
- readonly m_iAmbientLightAnim
- bool m_bAmbientLightLoop
- readonly m_colAmbient
- readonly m_colDiffuse

CAnimationHub

Remarks

n/a

Members

- string m_strName
- string m_strDescription
- float m_tmDelayEach
- readonly m_penTarget0
- readonly m_penTarget1

- readonly m_penTarget2
- readonly m_penTarget3
- readonly m_penTarget4
- readonly m_penTarget5
- readonly m_penTarget6
- readonly m_penTarget7
- readonly m_penTarget8
- readonly m_penTarget9
- float m_tmDelay0
- float m_tmDelay1
- float m_tmDelay2
- float m_tmDelay3
- float m_tmDelay4
- float m_tmDelay5
- float m_tmDelay6
- float m_tmDelay7
- float m_tmDelay8
- float m_tmDelay9
- readonly m_iModelAnim
- bool m_bModelLoop
- readonly m_iTextureAnim
- bool m_bTextureLoop
- readonly m_iLightAnim
- bool m_bLightLoop
- readonly m_colAmbient
- readonly m_colDiffuse
- readonly m_iCounter

CArmorItem

Inherits: CItem

Remarks

n/a

Members

- readonly `m_EaitType`
- `bool m_bOverTopArmor`
- readonly `m_iSoundComponent`

Members inherited from `CItem`

- `string m_strName`
- `string m_strDescription`
- `float m_fValue`
- `float m_fRespawnTime`
- `float m_fCustomRespawnTime`
- `bool m_bRespawn`
- readonly `m_penTarget`
- `bool m_bPickupOnce`
- readonly `m_soPick`
- `float m_fPickSoundLen`
- `bool m_bDropped`
- readonly `m_ulPickedMask`
- `bool m_bFloating`
- `string m_fnmCustomModel`
- `string m_fnmCustomTexture`
- `float m_fCustomScale`
- `string m_fnmCustomPickupSound`
- `bool m_bOnlyCoop`
- readonly `m_penPrediction`

Members inherited from `CMovableModelEntity`

- readonly `en_iCollisionBox`
- readonly `en_iWantedCollisionBox`

Members inherited from `CMovableEntity`

- `vec3 en_vDesiredTranslationRelative`
- `vec3 en_aDesiredRotationRelative`
- `vec3 en_vCurrentTranslationAbsolute`
- `vec3 en_aCurrentRotationAbsolute`

- readonly en_penReference
- vec3 en_vReferencePlane
- readonly en_iReferenceSurface
- readonly en_penLastValidReference
- float en_tmLastBreathed
- float en_tmMaxHoldBreath
- float en_fDensity
- float en_tmLastSwimDamage
- float en_tmMaxColdness
- float en_tmLastWarmth
- bool en_bImmuneToCold
- readonly en_iUpContent
- readonly en_iDnContent
- float en_fImmersionFactor
- vec3 en_vGravityDir
- float en_fGravityA
- float en_fGravityV
- vec3 en_vForceDir
- float en_fForceA
- float en_fForceV
- float en_tmJumped
- float en_tmMaxJumpControl
- float en_fJumpControlMultiplier
- float en_fAcceleration
- float en_fDeceleration
- float en_fStepUpHeight
- float en_fStepDnHeight
- float en_fBounceDampParallel
- float en_fBounceDampNormal
- float en_fCollisionSpeedLimit
- float en_fCollisionDamageFactor
- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType

- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CBackgroundViewer

Inherits: CMarker

Remarks

n/a

Members

- bool m_bActive
- readonly m_penWorldSettingsController

Members inherited from CMarker

- string m_strName
- string m_strDescription
- readonly m_penTarget

CBasicEffect

Remarks

n/a

Members

- readonly m_betType
- float m_fWaitTime
- float m_fFadeTime
- bool m_bFade
- float m_fFadeStartTime
- float m_fFadeStartAlpha
- vec3 m_vNormal
- vec3 m_vStretch
- vec3 m_vDirection
- float m_fDepthSortOffset

- float m_fFadeInSpeed
- float m_tmSpawn
- float m_tmWaitAfterDeath
- bool m_bLightSource
- readonly m_aoLightAnimation
- readonly m_iLightAnimation
- readonly m_colMultiplyColor
- readonly m_soEffect
- float m_fSoundTime
- readonly m_eptType
- float m_tmWhenShot
- vec3 m_vGravity
- readonly m_penPrediction

CBeast

Inherits: CEnemyBase

Remarks

n/a

Members

- readonly m_bcType
- readonly m_iCounter
- bool m_bBeBoss

Members inherited from CEnemyBase

- readonly m_penWatcher
- vec3 m_vStartPosition
- readonly m_penEnemy
- readonly m_ttTarget
- string m_strDescription
- string m_strName
- readonly m_soSound
- vec3 m_vStartDirection
- bool m_bOnStartPosition

- float m_fFallHeight
- float m_fStepHeight
- float m_fSenseRange
- float m_fViewAngle
- float m_fWalkSpeed
- readonly m_aWalkRotateSpeed
- float m_fAttackRunSpeed
- readonly m_aAttackRotateSpeed
- float m_fCloseRunSpeed
- readonly m_aCloseRotateSpeed
- float m_fAttackDistance
- float m_fCloseDistance
- float m_fAttackFireTime
- float m_fCloseFireTime
- float m_fStopDistance
- float m_fIgnoreRange
- float m_fLockOnEnemyTime
- float m_fBlowUpAmount
- readonly m_fBodyParts
- float m_fDamageWounded
- vec3 m_vDamage
- float m_tmLastDamage
- bool m_bRobotBlowup
- float m_fBlowUpSize
- float m_fMoveTime
- vec3 m_vDesiredPosition
- readonly m_dtDestination
- readonly m_penPathMarker
- vec3 m_vPlayerSpotted
- float m_fMoveFrequency
- float m_fMoveSpeed
- readonly m_aRotateSpeed
- float m_fLockStartTime
- float m_fRangeLast
- bool m_bFadeOut
- float m_fFadeStartTime

- float m_fFadeTime
- float m_fShootTime
- float m_fDamageConfused
- readonly m_iChargeHitAnimation
- float m_fChargeHitDamage
- float m_fChargeHitAngle
- float m_fChargeHitSpeed
- readonly m_penSpawnerTarget
- readonly m_penDeathTarget
- readonly m_eetDeathType
- bool m_bTemplate
- float m_fAttackRadius
- readonly m_colColor
- bool m_bDeaf
- bool m_bBlind
- float m_tmGiveUp
- float m_tmReflexMin
- float m_tmReflexMax
- float m_fActivityRange
- bool m_bApplyRandomStretch
- float m_fRandomStretchFactor
- float m_fStretchMultiplier
- float m_fRandomStretchMultiplier
- readonly m_penMarker
- readonly m_penMainMusicHolder
- float m_tmLastFusTime
- float m_iScore
- float m_fMaxHealth
- bool m_bBoss
- float m_fSpiritStartTime
- float m_tmSpraySpawned
- float m_fSprayDamage
- readonly m_penSpray
- float m_fMaxDamageAmount
- vec3 m_vLastStain
- readonly m_sptType

- readonly m_penTacticsHolder
- bool m_bTacticActive
- float m_tmTacticsActivation
- vec3 m_vTacticsStartPosition
- float m_fTacticVar1
- float m_fTacticVar2
- float m_fTacticVar3
- float m_fTacticVar4
- float m_fTacticVar5
- bool m_bTacticsStartOnSense
- readonly m_colBurning
- bool m_bResizeAttachments
- bool m_bGiveUpToClosestMarker
- string m_fnmCustomModel
- string m_fnmCustomTexture
- bool m_bUseCustomWeaponProjectile
- readonly m_eCustomWeaponProjectile
- readonly m_iCustomScore
- string m_fnmCustomMessage
- bool m_bShootHitscansInsteadOfProjectiles
- float m_fCustomHitscansDamage
- readonly m_penStartEnemy
- readonly m_eetEnvironmentType
- float m_fHealthScalar
- readonly m_penPrediction

Members inherited from CMovableModelEntity

- readonly en_iCollisionBox
- readonly en_iWantedCollisionBox

Members inherited from CMovableEntity

- vec3 en_vDesiredTranslationRelative
- vec3 en_aDesiredRotationRelative
- vec3 en_vCurrentTranslationAbsolute
- vec3 en_aCurrentRotationAbsolute
- readonly en_penReference

- `vec3 en_vReferencePlane`
- `readonly en_iReferenceSurface`
- `readonly en_penLastValidReference`
- `float en_tmLastBreathed`
- `float en_tmMaxHoldBreath`
- `float en_fDensity`
- `float en_tmLastSwimDamage`
- `float en_tmMaxColdness`
- `float en_tmLastWarmth`
- `bool en_bImmuneToCold`
- `readonly en_iUpContent`
- `readonly en_iDnContent`
- `float en_fImmersionFactor`
- `vec3 en_vGravityDir`
- `float en_fGravityA`
- `float en_fGravityV`
- `vec3 en_vForceDir`
- `float en_fForceA`
- `float en_fForceV`
- `float en_tmJumped`
- `float en_tmMaxJumpControl`
- `float en_fJumpControlMultiplier`
- `float en_fAcceleration`
- `float en_fDeceleration`
- `float en_fStepUpHeight`
- `float en_fStepDnHeight`
- `float en_fBounceDampParallel`
- `float en_fBounceDampNormal`
- `float en_fCollisionSpeedLimit`
- `float en_fCollisionDamageFactor`
- `readonly en_boxMovingEstimate`
- `readonly en_boxNearCached`
- `vec3 en_vIntendedTranslation`
- `readonly en_mIntendedRotation`
- `readonly en_iLastForceType`
- `float en_tmLastFrozen`

- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CBigHead

Inherits: CEnemyBase

Remarks

n/a

Members

- string m_fnmHeadTex
- string m_fnmNameSnd
- float m_tmLastGreetTime
- readonly m_bhtType
- bool m_bIgnorePlayer
- bool m_bPlayingWalkSound
- bool m_bSleeping
- float m_tmLastWalkingSoundTime
- float m_tmWalkingSound

Members inherited from CEnemyBase

- readonly m_penWatcher
- vec3 m_vStartPosition
- readonly m_penEnemy
- readonly m_ttTarget
- string m_strDescription
- string m_strName
- readonly m_soSound
- vec3 m_vStartDirection
- bool m_bOnStartPosition
- float m_fFallHeight
- float m_fStepHeight
- float m_fSenseRange
- float m_fViewAngle
- float m_fWalkSpeed

- readonly m_aWalkRotateSpeed
- float m_fAttackRunSpeed
- readonly m_aAttackRotateSpeed
- float m_fCloseRunSpeed
- readonly m_aCloseRotateSpeed
- float m_fAttackDistance
- float m_fCloseDistance
- float m_fAttackFireTime
- float m_fCloseFireTime
- float m_fStopDistance
- float m_fIgnoreRange
- float m_fLockOnEnemyTime
- float m_fBlowUpAmount
- readonly m_fBodyParts
- float m_fDamageWounded
- vec3 m_vDamage
- float m_tmLastDamage
- bool m_bRobotBlowup
- float m_fBlowUpSize
- float m_fMoveTime
- vec3 m_vDesiredPosition
- readonly m_dtDestination
- readonly m_penPathMarker
- vec3 m_vPlayerSpotted
- float m_fMoveFrequency
- float m_fMoveSpeed
- readonly m_aRotateSpeed
- float m_fLockStartTime
- float m_fRangeLast
- bool m_bFadeOut
- float m_fFadeStartTime
- float m_fFadeTime
- float m_fShootTime
- float m_fDamageConfused
- readonly m_iChargeHitAnimation
- float m_fChargeHitDamage

- float m_fChargeHitAngle
- float m_fChargeHitSpeed
- readonly m_penSpawnerTarget
- readonly m_penDeathTarget
- readonly m_eetDeathType
- bool m_bTemplate
- float m_fAttackRadius
- readonly m_colColor
- bool m_bDeaf
- bool m_bBlind
- float m_tmGiveUp
- float m_tmReflexMin
- float m_tmReflexMax
- float m_fActivityRange
- bool m_bApplyRandomStretch
- float m_fRandomStretchFactor
- float m_fStretchMultiplier
- float m_fRandomStretchMultiplier
- readonly m_penMarker
- readonly m_penMainMusicHolder
- float m_tmLastFussTime
- float m_iScore
- float m_fMaxHealth
- bool m_bBoss
- float m_fSpiritStartTime
- float m_tmSpraySpawned
- float m_fSprayDamage
- readonly m_penSpray
- float m_fMaxDamageAmount
- vec3 m_vLastStain
- readonly m_sptType
- readonly m_penTacticsHolder
- bool m_bTacticActive
- float m_tmTacticsActivation
- vec3 m_vTacticsStartPosition
- float m_fTacticVar1

- float m_fTacticVar2
- float m_fTacticVar3
- float m_fTacticVar4
- float m_fTacticVar5
- bool m_bTacticsStartOnSense
- readonly m_colBurning
- bool m_bResizeAttachments
- bool m_bGiveUpToClosestMarker
- string m_fnmCustomModel
- string m_fnmCustomTexture
- bool m_bUseCustomWeaponProjectile
- readonly m_eCustomWeaponProjectile
- readonly m_iCustomScore
- string m_fnmCustomMessage
- bool m_bShootHitscansInsteadOfProjectiles
- float m_fCustomHitscansDamage
- readonly m_penStartEnemy
- readonly m_eetEnvironmentType
- float m_fHealthScalar
- readonly m_penPrediction

Members inherited from CMovableModelEntity

- readonly en_iCollisionBox
- readonly en_iWantedCollisionBox

Members inherited from CMovableEntity

- vec3 en_vDesiredTranslationRelative
- vec3 en_aDesiredRotationRelative
- vec3 en_vCurrentTranslationAbsolute
- vec3 en_aCurrentRotationAbsolute
- readonly en_penReference
- vec3 en_vReferencePlane
- readonly en_iReferenceSurface
- readonly en_penLastValidReference
- float en_tmLastBreathed
- float en_tmMaxHoldBreath

- float en_fDensity
- float en_tmLastSwimDamage
- float en_tmMaxColdness
- float en_tmLastWarmth
- bool en_bImmuneToCold
- readonly en_iUpContent
- readonly en_iDnContent
- float en_fImmersionFactor
- vec3 en_vGravityDir
- float en_fGravityA
- float en_fGravityV
- vec3 en_vForceDir
- float en_fForceA
- float en_fForceV
- float en_tmJumped
- float en_tmMaxJumpControl
- float en_fJumpControlMultiplier
- float en_fAcceleration
- float en_fDeceleration
- float en_fStepUpHeight
- float en_fStepDnHeight
- float en_fBounceDampParallel
- float en_fBounceDampNormal
- float en_fCollisionSpeedLimit
- float en_fCollisionDamageFactor
- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CBlendController

Inherits: CMarker

Remarks

n/a

Members

- readonly `m_bctType`

Members inherited from CMarker

- string `m_strName`
- string `m_strDescription`
- readonly `m_penTarget`

CBloodSpray

Remarks

n/a

Members

- readonly `m_sptType`
- float `m_tmStarted`
- vec3 `m_vDirection`
- readonly `m_penOwner`
- float `m_fDamagePower`
- readonly `m_boxSizedOwner`
- vec3 `m_vGDir`
- float `m_fGA`
- float `m_fLaunchPower`
- readonly `m_colCentralColor`
- readonly `m_boxOriginalOwner`
- readonly `m_colBurnColor`
- readonly `m_penPrediction`

CBoneman

Inherits: CEnemyBase

Remarks

n/a

Members

- `bool m_bFistHit`
- `bool m_bTouchAnother`
- `readonly m_soFeet`
- `bool m_bRunSoundPlaying`

Members inherited from `CEnemyBase`

- `readonly m_penWatcher`
- `vec3 m_vStartPosition`
- `readonly m_penEnemy`
- `readonly m_ttTarget`
- `string m_strDescription`
- `string m_strName`
- `readonly m_soSound`
- `vec3 m_vStartDirection`
- `bool m_bOnStartPosition`
- `float m_fFallHeight`
- `float m_fStepHeight`
- `float m_fSenseRange`
- `float m_fViewAngle`
- `float m_fWalkSpeed`
- `readonly m_aWalkRotateSpeed`
- `float m_fAttackRunSpeed`
- `readonly m_aAttackRotateSpeed`
- `float m_fCloseRunSpeed`
- `readonly m_aCloseRotateSpeed`
- `float m_fAttackDistance`
- `float m_fCloseDistance`
- `float m_fAttackFireTime`
- `float m_fCloseFireTime`
- `float m_fStopDistance`
- `float m_fIgnoreRange`

- float m_fLockOnEnemyTime
- float m_fBlowUpAmount
- readonly m_fBodyParts
- float m_fDamageWounded
- vec3 m_vDamage
- float m_tmLastDamage
- bool m_bRobotBlowup
- float m_fBlowUpSize
- float m_fMoveTime
- vec3 m_vDesiredPosition
- readonly m_dtDestination
- readonly m_penPathMarker
- vec3 m_vPlayerSpotted
- float m_fMoveFrequency
- float m_fMoveSpeed
- readonly m_aRotateSpeed
- float m_fLockStartTime
- float m_fRangeLast
- bool m_bFadeOut
- float m_fFadeStartTime
- float m_fFadeTime
- float m_fShootTime
- float m_fDamageConfused
- readonly m_iChargeHitAnimation
- float m_fChargeHitDamage
- float m_fChargeHitAngle
- float m_fChargeHitSpeed
- readonly m_penSpawnerTarget
- readonly m_penDeathTarget
- readonly m_eetDeathType
- bool m_bTemplate
- float m_fAttackRadius
- readonly m_colColor
- bool m_bDeaf
- bool m_bBlind
- float m_tmGiveUp

- float m_tmReflexMin
- float m_tmReflexMax
- float m_fActivityRange
- bool m_bApplyRandomStretch
- float m_fRandomStretchFactor
- float m_fStretchMultiplier
- float m_fRandomStretchMultiplier
- readonly m_penMarker
- readonly m_penMainMusicHolder
- float m_tmLastFusTime
- float m_iScore
- float m_fMaxHealth
- bool m_bBoss
- float m_fSpiritStartTime
- float m_tmSpraySpawned
- float m_fSprayDamage
- readonly m_penSpray
- float m_fMaxDamageAmount
- vec3 m_vLastStain
- readonly m_sptType
- readonly m_penTacticsHolder
- bool m_bTacticActive
- float m_tmTacticsActivation
- vec3 m_vTacticsStartPosition
- float m_fTacticVar1
- float m_fTacticVar2
- float m_fTacticVar3
- float m_fTacticVar4
- float m_fTacticVar5
- bool m_bTacticsStartOnSense
- readonly m_colBurning
- bool m_bResizeAttachments
- bool m_bGiveUpToClosestMarker
- string m_fnmCustomModel
- string m_fnmCustomTexture
- bool m_bUseCustomWeaponProjectile

- readonly `m_eCustomWeaponProjectile`
- readonly `m_iCustomScore`
- string `m_fnmCustomMessage`
- bool `m_bShootHitscansInsteadOfProjectiles`
- float `m_fCustomHitscansDamage`
- readonly `m_penStartEnemy`
- readonly `m_eetEnvironmentType`
- float `m_fHealthScalar`
- readonly `m_penPrediction`

Members inherited from `CMovableModelEntity`

- readonly `en_iCollisionBox`
- readonly `en_iWantedCollisionBox`

Members inherited from `CMovableEntity`

- `vec3 en_vDesiredTranslationRelative`
- `vec3 en_aDesiredRotationRelative`
- `vec3 en_vCurrentTranslationAbsolute`
- `vec3 en_aCurrentRotationAbsolute`
- readonly `en_penReference`
- `vec3 en_vReferencePlane`
- readonly `en_iReferenceSurface`
- readonly `en_penLastValidReference`
- float `en_tmLastBreathed`
- float `en_tmMaxHoldBreath`
- float `en_fDensity`
- float `en_tmLastSwimDamage`
- float `en_tmMaxColdness`
- float `en_tmLastWarmth`
- bool `en_bImmuneToCold`
- readonly `en_iUpContent`
- readonly `en_iDnContent`
- float `en_fImmersionFactor`
- `vec3 en_vGravityDir`
- float `en_fGravityA`
- float `en_fGravityV`

- `vec3 en_vForceDir`
- `float en_fForceA`
- `float en_fForceV`
- `float en_tmJumped`
- `float en_tmMaxJumpControl`
- `float en_fJumpControlMultiplier`
- `float en_fAcceleration`
- `float en_fDeceleration`
- `float en_fStepUpHeight`
- `float en_fStepDnHeight`
- `float en_fBounceDampParallel`
- `float en_fBounceDampNormal`
- `float en_fCollisionSpeedLimit`
- `float en_fCollisionDamageFactor`
- `readonly en_boxMovingEstimate`
- `readonly en_boxNearCached`
- `vec3 en_vIntendedTranslation`
- `readonly en_mIntendedRotation`
- `readonly en_iLastForceType`
- `float en_tmLastFrozen`
- `float en_tmFrozenSeconds`
- `float en_tmFrozenMinimum`

CBouncer

Remarks

n/a

Members

- `string m_strName`
- `string m_strDescription`
- `float m_fSpeed`
- `vec3 m_aDirection`
- `float m_tmControl`
- `bool m_bEntrySpeed`
- `float m_fMaxExitSpeed`

- float m_fNormalComponentMultiplier
- float m_fParallelComponentMultiplier

CBullet

Remarks

n/a

Members

- readonly m_penOwner
- float m_fDamage
- vec3 m_vTarget
- vec3 m_vTargetCopy
- vec3 m_vHitPoint
- readonly m_iBullet
- readonly m_EdtDamage
- float m_fBulletSize
- readonly m_iBatchID

CCamera

Inherits: CMovableModelEntity

Remarks

n/a

Members

- float m_tmTime
- float m_fFOV
- float m_fLastFOV
- readonly m_penTarget
- string m_strName
- readonly m_penOnBreak
- bool m_bWideScreen
- float m_tmAtMarker
- float m_tmDelta

- `vec3 m_vPNp0`
- `vec3 m_vPNp1`
- `vec3 m_vTNp0`
- `vec3 m_vTNp1`
- `float m_fFOVp0`
- `float m_fFOVp1`
- `float m_fTFOVp0`
- `float m_fTFOVp1`
- `readonly m_qPNp0`
- `readonly m_qPNp1`
- `readonly m_qANp0`
- `readonly m_qANp1`
- `readonly m_penLast`
- `readonly m_penPlayer`
- `string m_strDescription`
- `bool m_bStopMoving`
- `readonly m_colFade0`
- `readonly m_colFade1`
- `bool m_bMoving`
- `readonly m_penViewTarget0`
- `readonly m_penViewTarget1`
- `vec3 m_vPosRatio0`
- `vec3 m_vPosRatio1`
- `float m_fMyTimer`
- `float m_fMyTimerLast`
- `bool m_bIgnoreTimeStretch`
- `bool m_bAutoRotation`
- `float m_fStartHdg`
- `float m_fRotateSpeed`
- `float m_fRotateTime`
- `float m_fRadX`
- `float m_fHeight`
- `float m_fRadZ`
- `readonly m_penAutoCameraEndTarget`
- `readonly m_eetAutoCameraEndEvent`
- `vec3 m_vRelTargetOffset`

Members inherited from CMovableModelEntity

- readonly en_iCollisionBox
- readonly en_iWantedCollisionBox

Members inherited from CMovableEntity

- vec3 en_vDesiredTranslationRelative
- vec3 en_aDesiredRotationRelative
- vec3 en_vCurrentTranslationAbsolute
- vec3 en_aCurrentRotationAbsolute
- readonly en_penReference
- vec3 en_vReferencePlane
- readonly en_iReferenceSurface
- readonly en_penLastValidReference
- float en_tmLastBreathed
- float en_tmMaxHoldBreath
- float en_fDensity
- float en_tmLastSwimDamage
- float en_tmMaxColdness
- float en_tmLastWarmth
- bool en_bImmuneToCold
- readonly en_iUpContent
- readonly en_iDnContent
- float en_fImmersionFactor
- vec3 en_vGravityDir
- float en_fGravityA
- float en_fGravityV
- vec3 en_vForceDir
- float en_fForceA
- float en_fForceV
- float en_tmJumped
- float en_tmMaxJumpControl
- float en_fJumpControlMultiplier
- float en_fAcceleration
- float en_fDeceleration
- float en_fStepUpHeight

- float en_fStepDnHeight
- float en_fBounceDampParallel
- float en_fBounceDampNormal
- float en_fCollisionSpeedLimit
- float en_fCollisionDamageFactor
- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CCameraMarker

Inherits: CMarker

Remarks

n/a

Members

- float m_fDeltaTime
- float m_fBias
- float m_fTension
- float m_fContinuity
- bool m_bStopMoving
- float m_fFOV
- bool m_bSkipToNext
- readonly m_colFade
- readonly m_penTrigger
- readonly m_penViewTarget
- vec3 m_vPosRatio
- float m_fRatioX
- float m_fRatioY
- float m_fRatioZ

Members inherited from CMarker

- string m_strName
- string m_strDescription
- readonly m_penTarget

CCannonBall

Inherits: CMovableModelEntity

Remarks

n/a

Members

- readonly m_penLauncher
- float m_fLaunchPower
- float m_fCannonBallSize
- float m_fIgnoreTime
- float m_fStartTime
- readonly m_iNextChannel
- bool m_bSelfExploded
- readonly m_soBounce0
- readonly m_soBounce1
- readonly m_soBounce2
- readonly m_soBounce3
- readonly m_soBounce4
- readonly m_cbtType
- float m_tmInvisibility
- float m_tmExpandBox
- float m_tmForceExplode
- bool m_bCheatedLifetime
- float m_fCheatedLifetimeValue

Members inherited from CMovableModelEntity

- readonly en_iCollisionBox
- readonly en_iWantedCollisionBox

Members inherited from CMovableEntity

- `vec3 en_vDesiredTranslationRelative`
- `vec3 en_aDesiredRotationRelative`
- `vec3 en_vCurrentTranslationAbsolute`
- `vec3 en_aCurrentRotationAbsolute`
- `readonly en_penReference`
- `vec3 en_vReferencePlane`
- `readonly en_iReferenceSurface`
- `readonly en_penLastValidReference`
- `float en_tmLastBreathed`
- `float en_tmMaxHoldBreath`
- `float en_fDensity`
- `float en_tmLastSwimDamage`
- `float en_tmMaxColdness`
- `float en_tmLastWarmth`
- `bool en_bImmuneToCold`
- `readonly en_iUpContent`
- `readonly en_iDnContent`
- `float en_fImmersionFactor`
- `vec3 en_vGravityDir`
- `float en_fGravityA`
- `float en_fGravityV`
- `vec3 en_vForceDir`
- `float en_fForceA`
- `float en_fForceV`
- `float en_tmJumped`
- `float en_tmMaxJumpControl`
- `float en_fJumpControlMultiplier`
- `float en_fAcceleration`
- `float en_fDeceleration`
- `float en_fStepUpHeight`
- `float en_fStepDnHeight`
- `float en_fBounceDampParallel`
- `float en_fBounceDampNormal`
- `float en_fCollisionSpeedLimit`
- `float en_fCollisionDamageFactor`

- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CChainsawFreak

Inherits: CEnemyRunInto

Remarks

n/a

Members

- bool m_bRunAttack
- bool m_bSawHit
- readonly m_penLastTouched
- readonly m_soFeet
- bool m_bRunSoundPlaying
- readonly m_iRunType
- bool m_bAttacking
- float m_fSightSoundBegin

Members inherited from CEnemyRunInto

- readonly m_penLastTouched
- float m_fLastTouchedTime
- bool m_bWhileLoop
- float m_fMassKicked
- float m_fInertionRunTime
- float m_fStopApproachDistance
- float m_fChargeDistance
- bool m_bUseChargeAnimation
- readonly m_fAttackRotateRunInto

Members inherited from CEnemyBase

- readonly `m_penWatcher`
- `vec3 m_vStartPosition`
- readonly `m_penEnemy`
- readonly `m_ttTarget`
- `string m_strDescription`
- `string m_strName`
- readonly `m_soSound`
- `vec3 m_vStartDirection`
- `bool m_bOnStartPosition`
- `float m_fFallHeight`
- `float m_fStepHeight`
- `float m_fSenseRange`
- `float m_fViewAngle`
- `float m_fWalkSpeed`
- readonly `m_aWalkRotateSpeed`
- `float m_fAttackRunSpeed`
- readonly `m_aAttackRotateSpeed`
- `float m_fCloseRunSpeed`
- readonly `m_aCloseRotateSpeed`
- `float m_fAttackDistance`
- `float m_fCloseDistance`
- `float m_fAttackFireTime`
- `float m_fCloseFireTime`
- `float m_fStopDistance`
- `float m_fIgnoreRange`
- `float m_fLockOnEnemyTime`
- `float m_fBlowUpAmount`
- readonly `m_fBodyParts`
- `float m_fDamageWounded`
- `vec3 m_vDamage`
- `float m_tmLastDamage`
- `bool m_bRobotBlowup`
- `float m_fBlowUpSize`
- `float m_fMoveTime`
- `vec3 m_vDesiredPosition`

- readonly m_dtDestination
- readonly m_penPathMarker
- vec3 m_vPlayerSpotted
- float m_fMoveFrequency
- float m_fMoveSpeed
- readonly m_aRotateSpeed
- float m_fLockStartTime
- float m_fRangeLast
- bool m_bFadeOut
- float m_fFadeStartTime
- float m_fFadeTime
- float m_fShootTime
- float m_fDamageConfused
- readonly m_iChargeHitAnimation
- float m_fChargeHitDamage
- float m_fChargeHitAngle
- float m_fChargeHitSpeed
- readonly m_penSpawnerTarget
- readonly m_penDeathTarget
- readonly m_eetDeathType
- bool m_bTemplate
- float m_fAttackRadius
- readonly m_colColor
- bool m_bDeaf
- bool m_bBlind
- float m_tmGiveUp
- float m_tmReflexMin
- float m_tmReflexMax
- float m_fActivityRange
- bool m_bApplyRandomStretch
- float m_fRandomStretchFactor
- float m_fStretchMultiplier
- float m_fRandomStretchMultiplier
- readonly m_penMarker
- readonly m_penMainMusicHolder
- float m_tmLastFusTime

- float m_iScore
- float m_fMaxHealth
- bool m_bBoss
- float m_fSpiritStartTime
- float m_tmSpraySpawned
- float m_fSprayDamage
- readonly m_penSpray
- float m_fMaxDamageAmount
- vec3 m_vLastStain
- readonly m_sptType
- readonly m_penTacticsHolder
- bool m_bTacticActive
- float m_tmTacticsActivation
- vec3 m_vTacticsStartPosition
- float m_fTacticVar1
- float m_fTacticVar2
- float m_fTacticVar3
- float m_fTacticVar4
- float m_fTacticVar5
- bool m_bTacticsStartOnSense
- readonly m_colBurning
- bool m_bResizeAttachments
- bool m_bGiveUpToClosestMarker
- string m_fnmCustomModel
- string m_fnmCustomTexture
- bool m_bUseCustomWeaponProjectile
- readonly m_eCustomWeaponProjectile
- readonly m_iCustomScore
- string m_fnmCustomMessage
- bool m_bShootHitscansInsteadOfProjectiles
- float m_fCustomHitscansDamage
- readonly m_penStartEnemy
- readonly m_eetEnvironmentType
- float m_fHealthScalar
- readonly m_penPrediction

Members inherited from CMovableModelEntity

- readonly en_iCollisionBox
- readonly en_iWantedCollisionBox

Members inherited from CMovableEntity

- vec3 en_vDesiredTranslationRelative
- vec3 en_aDesiredRotationRelative
- vec3 en_vCurrentTranslationAbsolute
- vec3 en_aCurrentRotationAbsolute
- readonly en_penReference
- vec3 en_vReferencePlane
- readonly en_iReferenceSurface
- readonly en_penLastValidReference
- float en_tmLastBreathed
- float en_tmMaxHoldBreath
- float en_fDensity
- float en_tmLastSwimDamage
- float en_tmMaxColdness
- float en_tmLastWarmth
- bool en_bImmuneToCold
- readonly en_iUpContent
- readonly en_iDnContent
- float en_fImmersionFactor
- vec3 en_vGravityDir
- float en_fGravityA
- float en_fGravityV
- vec3 en_vForceDir
- float en_fForceA
- float en_fForceV
- float en_tmJumped
- float en_tmMaxJumpControl
- float en_fJumpControlMultiplier
- float en_fAcceleration
- float en_fDeceleration
- float en_fStepUpHeight

- float en_fStepDnHeight
- float en_fBounceDampParallel
- float en_fBounceDampNormal
- float en_fCollisionSpeedLimit
- float en_fCollisionDamageFactor
- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CCopier

Remarks

n/a

Members

- string m_strName
- string m_strDescription
- readonly m_penTarget
- bool m_bSpawnEffect
- bool m_bTelefrag

CCounter

Remarks

n/a

Members

- float m_fCountdownSpeed
- readonly m_penTarget
- float m_fNumber
- float m_tmStart

- `string m_strName`
- `readonly m_soSound`
- `readonly m_iCountFrom`
- `readonly m_pen0`
- `readonly m_pen1`
- `readonly m_pen2`
- `readonly m_pen3`
- `readonly m_pen4`
- `readonly m_pen5`
- `readonly m_pen6`
- `readonly m_pen7`
- `readonly m_pen8`
- `readonly m_pen9`

CCrateBus

Inherits: `CMovableModelEntity`

Remarks

n/a

Members

- `bool m_bActive`
- `float m_fExplosionStretch`
- `float m_tmDeath`
- `string m_strName`
- `readonly m_ctMentals`
- `bool m_bShowTrail`
- `float m_fStretch`
- `string m_fnmHeadTex01`
- `string m_fnmHeadTex02`
- `string m_fnmHeadTex03`
- `string m_fnmHeadTex04`
- `string m_fnmHeadTex05`
- `string m_fnmHeadTex06`
- `string m_fnmHeadTex07`

- `string m_fnmHeadTex08`
- `string m_fnmHeadTex09`
- `string m_fnmHeadTex10`
- `string m_fnmHeadTex11`
- `string m_fnmHeadTex12`
- `string m_fnmHeadTex13`
- `string m_fnmHeadTex14`
- `string m_fnmHeadTex15`
- `string m_fnmHeadTex16`
- `string m_fnmHeadTex17`
- `string m_fnmHeadTex18`
- `string m_fnmHeadTex19`
- `string m_fnmHeadTex20`
- `string m_fnmHeadTex21`
- `string m_fnmHeadTex22`
- `string m_fnmHeadTex23`
- `string m_fnmHeadTex24`

Members inherited from `CMovableModelEntity`

- `readonly en_iCollisionBox`
- `readonly en_iWantedCollisionBox`

Members inherited from `CMovableEntity`

- `vec3 en_vDesiredTranslationRelative`
- `vec3 en_aDesiredRotationRelative`
- `vec3 en_vCurrentTranslationAbsolute`
- `vec3 en_aCurrentRotationAbsolute`
- `readonly en_penReference`
- `vec3 en_vReferencePlane`
- `readonly en_iReferenceSurface`
- `readonly en_penLastValidReference`
- `float en_tmLastBreathed`
- `float en_tmMaxHoldBreath`
- `float en_fDensity`
- `float en_tmLastSwimDamage`
- `float en_tmMaxColdness`

- float en_tmLastWarmth
- bool en_bImmuneToCold
- readonly en_iUpContent
- readonly en_iDnContent
- float en_fImmersionFactor
- vec3 en_vGravityDir
- float en_fGravityA
- float en_fGravityV
- vec3 en_vForceDir
- float en_fForceA
- float en_fForceV
- float en_tmJumped
- float en_tmMaxJumpControl
- float en_fJumpControlMultiplier
- float en_fAcceleration
- float en_fDeceleration
- float en_fStepUpHeight
- float en_fStepDnHeight
- float en_fBounceDampParallel
- float en_fBounceDampNormal
- float en_fCollisionSpeedLimit
- float en_fCollisionDamageFactor
- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CCrateRider

Inherits: CEnemyBase

Remarks

n/a

Members

- string m_fnmHeadTex1
- string m_fnmHeadTex2
- string m_fnmDriveSnd

Members inherited from CEnemyBase

- readonly m_penWatcher
- vec3 m_vStartPosition
- readonly m_penEnemy
- readonly m_ttTarget
- string m_strDescription
- string m_strName
- readonly m_soSound
- vec3 m_vStartDirection
- bool m_bOnStartPosition
- float m_fFallHeight
- float m_fStepHeight
- float m_fSenseRange
- float m_fViewAngle
- float m_fWalkSpeed
- readonly m_aWalkRotateSpeed
- float m_fAttackRunSpeed
- readonly m_aAttackRotateSpeed
- float m_fCloseRunSpeed
- readonly m_aCloseRotateSpeed
- float m_fAttackDistance
- float m_fCloseDistance
- float m_fAttackFireTime
- float m_fCloseFireTime
- float m_fStopDistance
- float m_fIgnoreRange
- float m_fLockOnEnemyTime
- float m_fBlowUpAmount
- readonly m_fBodyParts
- float m_fDamageWounded

- `vec3 m_vDamage`
- `float m_tmLastDamage`
- `bool m_bRobotBlowup`
- `float m_fBlowUpSize`
- `float m_fMoveTime`
- `vec3 m_vDesiredPosition`
- `readonly m_dtDestination`
- `readonly m_penPathMarker`
- `vec3 m_vPlayerSpotted`
- `float m_fMoveFrequency`
- `float m_fMoveSpeed`
- `readonly m_aRotateSpeed`
- `float m_fLockStartTime`
- `float m_fRangeLast`
- `bool m_bFadeOut`
- `float m_fFadeStartTime`
- `float m_fFadeTime`
- `float m_fShootTime`
- `float m_fDamageConfused`
- `readonly m_iChargeHitAnimation`
- `float m_fChargeHitDamage`
- `float m_fChargeHitAngle`
- `float m_fChargeHitSpeed`
- `readonly m_penSpawnerTarget`
- `readonly m_penDeathTarget`
- `readonly m_eetDeathType`
- `bool m_bTemplate`
- `float m_fAttackRadius`
- `readonly m_colColor`
- `bool m_bDeaf`
- `bool m_bBlind`
- `float m_tmGiveUp`
- `float m_tmReflexMin`
- `float m_tmReflexMax`
- `float m_fActivityRange`
- `bool m_bApplyRandomStretch`

- float m_fRandomStretchFactor
- float m_fStretchMultiplier
- float m_fRandomStretchMultiplier
- readonly m_penMarker
- readonly m_penMainMusicHolder
- float m_tmLastFussTime
- float m_iScore
- float m_fMaxHealth
- bool m_bBoss
- float m_fSpiritStartTime
- float m_tmSpraySpawned
- float m_fSprayDamage
- readonly m_penSpray
- float m_fMaxDamageAmount
- vec3 m_vLastStain
- readonly m_sptType
- readonly m_penTacticsHolder
- bool m_bTacticActive
- float m_tmTacticsActivation
- vec3 m_vTacticsStartPosition
- float m_fTacticVar1
- float m_fTacticVar2
- float m_fTacticVar3
- float m_fTacticVar4
- float m_fTacticVar5
- bool m_bTacticsStartOnSense
- readonly m_colBurning
- bool m_bResizeAttachments
- bool m_bGiveUpToClosestMarker
- string m_fnmCustomModel
- string m_fnmCustomTexture
- bool m_bUseCustomWeaponProjectile
- readonly m_eCustomWeaponProjectile
- readonly m_iCustomScore
- string m_fnmCustomMessage
- bool m_bShootHitscansInsteadOfProjectiles

- float m_fCustomHitscansDamage
- readonly m_penStartEnemy
- readonly m_eetEnvironmentType
- float m_fHealthScalar
- readonly m_penPrediction

Members inherited from CMovableModelEntity

- readonly en_iCollisionBox
- readonly en_iWantedCollisionBox

Members inherited from CMovableEntity

- vec3 en_vDesiredTranslationRelative
- vec3 en_aDesiredRotationRelative
- vec3 en_vCurrentTranslationAbsolute
- vec3 en_aCurrentRotationAbsolute
- readonly en_penReference
- vec3 en_vReferencePlane
- readonly en_iReferenceSurface
- readonly en_penLastValidReference
- float en_tmLastBreathed
- float en_tmMaxHoldBreath
- float en_fDensity
- float en_tmLastSwimDamage
- float en_tmMaxColdness
- float en_tmLastWarmth
- bool en_bImmuneToCold
- readonly en_iUpContent
- readonly en_iDnContent
- float en_fImmersionFactor
- vec3 en_vGravityDir
- float en_fGravityA
- float en_fGravityV
- vec3 en_vForceDir
- float en_fForceA
- float en_fForceV
- float en_tmJumped

- float en_tmMaxJumpControl
- float en_fJumpControlMultiplier
- float en_fAcceleration
- float en_fDeceleration
- float en_fStepUpHeight
- float en_fStepDnHeight
- float en_fBounceDampParallel
- float en_fBounceDampNormal
- float en_fCollisionSpeedLimit
- float en_fCollisionDamageFactor
- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CCreditsHolder

Remarks

n/a

Members

- string m_strName
- string m_strDescription
- string m_fnmMessage
- float m_fMyTimer
- float m_fMyTimerLast
- float m_iTotalEntries
- bool m_bEnd
- readonly m_penEndCreditsTrigger
- bool m_bDataError

CCyborg

Inherits: CEnemyBase

Remarks

n/a

Members

- readonly m_EctType
- readonly m_iCloseHit
- readonly m_iFireLaserCount
- readonly m_ctBombsToDrop
- float m_tmLastBombDropped
- float m_fFlyAboveEnemy
- float m_fFlySpeed
- float m_aFlyRotateSpeed
- float m_fFallStartTime
- bool m_bBombing

Members inherited from CEnemyBase

- readonly m_penWatcher
- vec3 m_vStartPosition
- readonly m_penEnemy
- readonly m_ttTarget
- string m_strDescription
- string m_strName
- readonly m_soSound
- vec3 m_vStartDirection
- bool m_bOnStartPosition
- float m_fFallHeight
- float m_fStepHeight
- float m_fSenseRange
- float m_fViewAngle
- float m_fWalkSpeed
- readonly m_aWalkRotateSpeed
- float m_fAttackRunSpeed

- readonly m_aAttackRotateSpeed
- float m_fCloseRunSpeed
- readonly m_aCloseRotateSpeed
- float m_fAttackDistance
- float m_fCloseDistance
- float m_fAttackFireTime
- float m_fCloseFireTime
- float m_fStopDistance
- float m_fIgnoreRange
- float m_fLockOnEnemyTime
- float m_fBlowUpAmount
- readonly m_fBodyParts
- float m_fDamageWounded
- vec3 m_vDamage
- float m_tmLastDamage
- bool m_bRobotBlowup
- float m_fBlowUpSize
- float m_fMoveTime
- vec3 m_vDesiredPosition
- readonly m_dtDestination
- readonly m_penPathMarker
- vec3 m_vPlayerSpotted
- float m_fMoveFrequency
- float m_fMoveSpeed
- readonly m_aRotateSpeed
- float m_fLockStartTime
- float m_fRangeLast
- bool m_bFadeOut
- float m_fFadeStartTime
- float m_fFadeTime
- float m_fShootTime
- float m_fDamageConfused
- readonly m_iChargeHitAnimation
- float m_fChargeHitDamage
- float m_fChargeHitAngle
- float m_fChargeHitSpeed

- readonly m_penSpawnerTarget
- readonly m_penDeathTarget
- readonly m_eetDeathType
- bool m_bTemplate
- float m_fAttackRadius
- readonly m_colColor
- bool m_bDeaf
- bool m_bBlind
- float m_tmGiveUp
- float m_tmReflexMin
- float m_tmReflexMax
- float m_fActivityRange
- bool m_bApplyRandomStretch
- float m_fRandomStretchFactor
- float m_fStretchMultiplier
- float m_fRandomStretchMultiplier
- readonly m_penMarker
- readonly m_penMainMusicHolder
- float m_tmLastFussTime
- float m_iScore
- float m_fMaxHealth
- bool m_bBoss
- float m_fSpiritStartTime
- float m_tmSpraySpawned
- float m_fSprayDamage
- readonly m_penSpray
- float m_fMaxDamageAmount
- vec3 m_vLastStain
- readonly m_sptType
- readonly m_penTacticsHolder
- bool m_bTacticActive
- float m_tmTacticsActivation
- vec3 m_vTacticsStartPosition
- float m_fTacticVar1
- float m_fTacticVar2
- float m_fTacticVar3

- float m_fTacticVar4
- float m_fTacticVar5
- bool m_bTacticsStartOnSense
- readonly m_colBurning
- bool m_bResizeAttachments
- bool m_bGiveUpToClosestMarker
- string m_fnmCustomModel
- string m_fnmCustomTexture
- bool m_bUseCustomWeaponProjectile
- readonly m_eCustomWeaponProjectile
- readonly m_iCustomScore
- string m_fnmCustomMessage
- bool m_bShootHitscansInsteadOfProjectiles
- float m_fCustomHitscansDamage
- readonly m_penStartEnemy
- readonly m_eetEnvironmentType
- float m_fHealthScalar
- readonly m_penPrediction

Members inherited from CMovableModelEntity

- readonly en_iCollisionBox
- readonly en_iWantedCollisionBox

Members inherited from CMovableEntity

- vec3 en_vDesiredTranslationRelative
- vec3 en_aDesiredRotationRelative
- vec3 en_vCurrentTranslationAbsolute
- vec3 en_aCurrentRotationAbsolute
- readonly en_penReference
- vec3 en_vReferencePlane
- readonly en_iReferenceSurface
- readonly en_penLastValidReference
- float en_tmLastBreathed
- float en_tmMaxHoldBreath
- float en_fDensity
- float en_tmLastSwimDamage

- float en_tmMaxColdness
- float en_tmLastWarmth
- bool en_bImmuneToCold
- readonly en_iUpContent
- readonly en_iDnContent
- float en_fImmersionFactor
- vec3 en_vGravityDir
- float en_fGravityA
- float en_fGravityV
- vec3 en_vForceDir
- float en_fForceA
- float en_fForceV
- float en_tmJumped
- float en_tmMaxJumpControl
- float en_fJumpControlMultiplier
- float en_fAcceleration
- float en_fDeceleration
- float en_fStepUpHeight
- float en_fStepDnHeight
- float en_fBounceDampParallel
- float en_fBounceDampNormal
- float en_fCollisionSpeedLimit
- float en_fCollisionDamageFactor
- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CCyborgBike

Inherits: CMovableModelEntity

Remarks

n/a

Members

- float m_fSpeed
- readonly m_iIndex

Members inherited from CMovableModelEntity

- readonly en_iCollisionBox
- readonly en_iWantedCollisionBox

Members inherited from CMovableEntity

- vec3 en_vDesiredTranslationRelative
- vec3 en_aDesiredRotationRelative
- vec3 en_vCurrentTranslationAbsolute
- vec3 en_aCurrentRotationAbsolute
- readonly en_penReference
- vec3 en_vReferencePlane
- readonly en_iReferenceSurface
- readonly en_penLastValidReference
- float en_tmLastBreathed
- float en_tmMaxHoldBreath
- float en_fDensity
- float en_tmLastSwimDamage
- float en_tmMaxColdness
- float en_tmLastWarmth
- bool en_bImmuneToCold
- readonly en_iUpContent
- readonly en_iDnContent
- float en_fImmersionFactor
- vec3 en_vGravityDir
- float en_fGravityA
- float en_fGravityV
- vec3 en_vForceDir
- float en_fForceA

- float en_fForceV
- float en_tmJumped
- float en_tmMaxJumpControl
- float en_fJumpControlMultiplier
- float en_fAcceleration
- float en_fDeceleration
- float en_fStepUpHeight
- float en_fStepDnHeight
- float en_fBounceDampParallel
- float en_fBounceDampNormal
- float en_fCollisionSpeedLimit
- float en_fCollisionDamageFactor
- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CDamager

Remarks

n/a

Members

- string m_strName
- string m_strDescription
- readonly m_dmtType
- float m_fAmount
- readonly m_penToDamage
- bool m_bDamageFromTriggerer
- readonly m_penLastDamaged
- float m_tmLastDamage
- bool m_bRangeDamage

- float m_fRangeHotspot
- float m_fRangeFalloff

CDebris

Inherits: CMovableModelEntity

Remarks

n/a

Members

- readonly m_dptParticles
- readonly m_iBodyType
- bool m_bFade
- float m_fFadeStartTime
- float m_fFadeTime
- vec3 m_fLastStainHitPoint
- readonly m_betStain
- readonly m_ctLeftStains
- float m_tmStarted
- float m_fStretch
- vec3 m_aShadingDirection
- bool m_bCustomShading
- readonly m_colCustomAmbient
- readonly m_colCustomDiffuse
- bool m_bImmaterialASAP
- float m_fDustStretch
- bool m_bTouchedGround
- readonly m_penFallFXPapa

Members inherited from CMovableModelEntity

- readonly en_iCollisionBox
- readonly en_iWantedCollisionBox

Members inherited from CMovableEntity

- `vec3 en_vDesiredTranslationRelative`
- `vec3 en_aDesiredRotationRelative`
- `vec3 en_vCurrentTranslationAbsolute`
- `vec3 en_aCurrentRotationAbsolute`
- `readonly en_penReference`
- `vec3 en_vReferencePlane`
- `readonly en_iReferenceSurface`
- `readonly en_penLastValidReference`
- `float en_tmLastBreathed`
- `float en_tmMaxHoldBreath`
- `float en_fDensity`
- `float en_tmLastSwimDamage`
- `float en_tmMaxColdness`
- `float en_tmLastWarmth`
- `bool en_bImmuneToCold`
- `readonly en_iUpContent`
- `readonly en_iDnContent`
- `float en_fImmersionFactor`
- `vec3 en_vGravityDir`
- `float en_fGravityA`
- `float en_fGravityV`
- `vec3 en_vForceDir`
- `float en_fForceA`
- `float en_fForceV`
- `float en_tmJumped`
- `float en_tmMaxJumpControl`
- `float en_fJumpControlMultiplier`
- `float en_fAcceleration`
- `float en_fDeceleration`
- `float en_fStepUpHeight`
- `float en_fStepDnHeight`
- `float en_fBounceDampParallel`
- `float en_fBounceDampNormal`
- `float en_fCollisionSpeedLimit`
- `float en_fCollisionDamageFactor`

- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CDestroyableArchitecture

Inherits: CMovableEntity

Remarks

n/a

Members

- string m_strName
- float m_fHealth
- readonly m_etType
- vec3 m_vDamageDir
- float m_fStretch
- readonly m_penGradient
- readonly m_colDebrises
- readonly m_ctDebrises
- float m_fCandyEffect
- float m_fCubeFactor
- bool m_bBlowupByDamager
- float m_fDustStretch

Members inherited from CMovableEntity

- vec3 en_vDesiredTranslationRelative
- vec3 en_aDesiredRotationRelative
- vec3 en_vCurrentTranslationAbsolute
- vec3 en_aCurrentRotationAbsolute
- readonly en_penReference

- `vec3 en_vReferencePlane`
- `readonly en_iReferenceSurface`
- `readonly en_penLastValidReference`
- `float en_tmLastBreathed`
- `float en_tmMaxHoldBreath`
- `float en_fDensity`
- `float en_tmLastSwimDamage`
- `float en_tmMaxColdness`
- `float en_tmLastWarmth`
- `bool en_bImmuneToCold`
- `readonly en_iUpContent`
- `readonly en_iDnContent`
- `float en_fImmersionFactor`
- `vec3 en_vGravityDir`
- `float en_fGravityA`
- `float en_fGravityV`
- `vec3 en_vForceDir`
- `float en_fForceA`
- `float en_fForceV`
- `float en_tmJumped`
- `float en_tmMaxJumpControl`
- `float en_fJumpControlMultiplier`
- `float en_fAcceleration`
- `float en_fDeceleration`
- `float en_fStepUpHeight`
- `float en_fStepDnHeight`
- `float en_fBounceDampParallel`
- `float en_fBounceDampNormal`
- `float en_fCollisionSpeedLimit`
- `float en_fCollisionDamageFactor`
- `readonly en_boxMovingEstimate`
- `readonly en_boxNearCached`
- `vec3 en_vIntendedTranslation`
- `readonly en_mIntendedRotation`
- `readonly en_iLastForceType`
- `float en_tmLastFrozen`

- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CDevil

Inherits: CEnemyBase

Remarks

n/a

Members

- readonly m_iAttID
- float m_fDeltaWeaponPitch
- float m_fDeltaWeaponHdg
- float m_fFireTime
- readonly m_aoLightAnimation
- readonly m_penAction
- readonly m_iFiredProjectiles
- readonly m_iToFireProjectiles
- float m_fPauseStretcher
- float m_tmLastPause
- readonly m_dsDevilState
- float m_tmLastAngry
- vec3 m_plTeleport
- float m_tmTemp
- readonly m_dsLastDevilState
- readonly m_dapAttackPower
- readonly m_dapLastAttackPower
- bool m_bHasUpperWeapons
- vec3 m_vElectricitySource
- vec3 m_vElectricityTarget
- bool m_bRenderElectricity
- float m_fAdjustWeaponTime
- bool m_bWasOnceInMainLoop
- float m_tmHitBySpaceShipBeam
- readonly m_soLeft

- readonly m_soRight
- float m_fLastWalkTime
- float m_tmFireBreathStart
- float m_tmFireBreathStop
- vec3 m_vFireBreathSource
- vec3 m_vFireBreathTarget
- float m_tmRegenerationStart
- float m_tmRegenerationStop
- float m_tmNextFXTime
- readonly m_iNextChannel
- readonly m_soWeapon0
- readonly m_soWeapon1
- readonly m_soWeapon2
- readonly m_soWeapon3
- readonly m_soWeapon4
- readonly m_iAngryAnim
- readonly m_iAngrySound
- float m_tmDeathTime
- readonly m_iLastCurrentAnim
- readonly m_iLastScheduledAnim
- readonly m_dsPreRegenerationDevilState
- readonly m_soClimb
- readonly m_soGrabLowerWeapons
- readonly m_soGrabUpperWeapons
- readonly m_soJumpIntoPyramid
- bool m_bForMPIntro

Members inherited from CEnemyBase

- readonly m_penWatcher
- vec3 m_vStartPosition
- readonly m_penEnemy
- readonly m_ttTarget
- string m_strDescription
- string m_strName
- readonly m_soSound
- vec3 m_vStartDirection

- `bool m_bOnStartPosition`
- `float m_fFallHeight`
- `float m_fStepHeight`
- `float m_fSenseRange`
- `float m_fViewAngle`
- `float m_fWalkSpeed`
- `readonly m_aWalkRotateSpeed`
- `float m_fAttackRunSpeed`
- `readonly m_aAttackRotateSpeed`
- `float m_fCloseRunSpeed`
- `readonly m_aCloseRotateSpeed`
- `float m_fAttackDistance`
- `float m_fCloseDistance`
- `float m_fAttackFireTime`
- `float m_fCloseFireTime`
- `float m_fStopDistance`
- `float m_fIgnoreRange`
- `float m_fLockOnEnemyTime`
- `float m_fBlowUpAmount`
- `readonly m_fBodyParts`
- `float m_fDamageWounded`
- `vec3 m_vDamage`
- `float m_tmLastDamage`
- `bool m_bRobotBlowup`
- `float m_fBlowUpSize`
- `float m_fMoveTime`
- `vec3 m_vDesiredPosition`
- `readonly m_dtDestination`
- `readonly m_penPathMarker`
- `vec3 m_vPlayerSpotted`
- `float m_fMoveFrequency`
- `float m_fMoveSpeed`
- `readonly m_aRotateSpeed`
- `float m_fLockStartTime`
- `float m_fRangeLast`
- `bool m_bFadeOut`

- float m_fFadeStartTime
- float m_fFadeTime
- float m_fShootTime
- float m_fDamageConfused
- readonly m_iChargeHitAnimation
- float m_fChargeHitDamage
- float m_fChargeHitAngle
- float m_fChargeHitSpeed
- readonly m_penSpawnerTarget
- readonly m_penDeathTarget
- readonly m_eetDeathType
- bool m_bTemplate
- float m_fAttackRadius
- readonly m_colColor
- bool m_bDeaf
- bool m_bBlind
- float m_tmGiveUp
- float m_tmReflexMin
- float m_tmReflexMax
- float m_fActivityRange
- bool m_bApplyRandomStretch
- float m_fRandomStretchFactor
- float m_fStretchMultiplier
- float m_fRandomStretchMultiplier
- readonly m_penMarker
- readonly m_penMainMusicHolder
- float m_tmLastFusTime
- float m_iScore
- float m_fMaxHealth
- bool m_bBoss
- float m_fSpiritStartTime
- float m_tmSpraySpawned
- float m_fSprayDamage
- readonly m_penSpray
- float m_fMaxDamageAmount
- vec3 m_vLastStain

- readonly m_sptType
- readonly m_penTacticsHolder
- bool m_bTacticActive
- float m_tmTacticsActivation
- vec3 m_vTacticsStartPosition
- float m_fTacticVar1
- float m_fTacticVar2
- float m_fTacticVar3
- float m_fTacticVar4
- float m_fTacticVar5
- bool m_bTacticsStartOnSense
- readonly m_colBurning
- bool m_bResizeAttachments
- bool m_bGiveUpToClosestMarker
- string m_fnmCustomModel
- string m_fnmCustomTexture
- bool m_bUseCustomWeaponProjectile
- readonly m_eCustomWeaponProjectile
- readonly m_iCustomScore
- string m_fnmCustomMessage
- bool m_bShootHitscansInsteadOfProjectiles
- float m_fCustomHitscansDamage
- readonly m_penStartEnemy
- readonly m_eetEnvironmentType
- float m_fHealthScalar
- readonly m_penPrediction

Members inherited from CMovableModelEntity

- readonly en_iCollisionBox
- readonly en_iWantedCollisionBox

Members inherited from CMovableEntity

- vec3 en_vDesiredTranslationRelative
- vec3 en_aDesiredRotationRelative
- vec3 en_vCurrentTranslationAbsolute
- vec3 en_aCurrentRotationAbsolute

- readonly en_penReference
- vec3 en_vReferencePlane
- readonly en_iReferenceSurface
- readonly en_penLastValidReference
- float en_tmLastBreathed
- float en_tmMaxHoldBreath
- float en_fDensity
- float en_tmLastSwimDamage
- float en_tmMaxColdness
- float en_tmLastWarmth
- bool en_bImmuneToCold
- readonly en_iUpContent
- readonly en_iDnContent
- float en_fImmersionFactor
- vec3 en_vGravityDir
- float en_fGravityA
- float en_fGravityV
- vec3 en_vForceDir
- float en_fForceA
- float en_fForceV
- float en_tmJumped
- float en_tmMaxJumpControl
- float en_fJumpControlMultiplier
- float en_fAcceleration
- float en_fDeceleration
- float en_fStepUpHeight
- float en_fStepDnHeight
- float en_fBounceDampParallel
- float en_fBounceDampNormal
- float en_fCollisionSpeedLimit
- float en_fCollisionDamageFactor
- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType

- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CDevilMarker

Inherits: CMarker

Remarks

n/a

Members

- readonly m_datType
- readonly m_iWaitIdles
- readonly m_penDevil
- readonly m_penTrigger
- readonly m_penToDestroy1
- readonly m_penToDestroy2
- float m_fAttackRadius

Members inherited from CMarker

- string m_strName
- string m_strDescription
- readonly m_penTarget

CDoorController

Remarks

n/a

Members

- string m_strName
- string m_strDescription
- readonly m_penTarget1
- readonly m_penTarget2
- float m_fWidth

- float m_fHeight
- bool m_bPlayersOnly
- readonly m_dtType
- string m_strLockedMessage
- readonly m_penLockedTarget
- readonly m_kitKey
- bool m_bTriggerOnAnything
- bool m_bActive
- bool m_bLocked
- readonly m_penCaused

CEffectMarker

Inherits: CMarker

Remarks

n/a

Members

- readonly m_emtType
- readonly m_penModel
- float m_tmEffectLife
- readonly m_penModel2
- readonly m_penEffector
- float m_fShakeFalloff
- float m_fShakeFade
- float m_fShakeIntensityY
- float m_fShakeFrequencyY
- float m_fShakeIntensityB
- float m_fShakeFrequencyB
- float m_fShakeIntensityZ
- float m_fShakeFrequencyZ
- readonly m_betType
- float m_fStretch
- readonly m_colColor

Members inherited from CMarker

- string m_strName
- string m_strDescription
- readonly m_penTarget

CEffector

Inherits: CMovableModelEntity

Remarks

n/a

Members

- readonly m_eetType
- float m_tmStarted
- vec3 m_vDamageDir
- vec3 m_vFXDestination
- float m_tmLifeTime
- float m_fSize
- readonly m_ctCount
- bool m_bLightSource
- readonly m_aoLightAnimation
- readonly m_iLightAnimation
- bool m_bAlive
- readonly m_penModel
- readonly m_penModel2
- bool m_bWaitTrigger

Members inherited from CMovableModelEntity

- readonly en_iCollisionBox
- readonly en_iWantedCollisionBox

Members inherited from CMovableEntity

- `vec3 en_vDesiredTranslationRelative`
- `vec3 en_aDesiredRotationRelative`
- `vec3 en_vCurrentTranslationAbsolute`
- `vec3 en_aCurrentRotationAbsolute`
- `readonly en_penReference`
- `vec3 en_vReferencePlane`
- `readonly en_iReferenceSurface`
- `readonly en_penLastValidReference`
- `float en_tmLastBreathed`
- `float en_tmMaxHoldBreath`
- `float en_fDensity`
- `float en_tmLastSwimDamage`
- `float en_tmMaxColdness`
- `float en_tmLastWarmth`
- `bool en_bImmuneToCold`
- `readonly en_iUpContent`
- `readonly en_iDnContent`
- `float en_fImmersionFactor`
- `vec3 en_vGravityDir`
- `float en_fGravityA`
- `float en_fGravityV`
- `vec3 en_vForceDir`
- `float en_fForceA`
- `float en_fForceV`
- `float en_tmJumped`
- `float en_tmMaxJumpControl`
- `float en_fJumpControlMultiplier`
- `float en_fAcceleration`
- `float en_fDeceleration`
- `float en_fStepUpHeight`
- `float en_fStepDnHeight`
- `float en_fBounceDampParallel`
- `float en_fBounceDampNormal`
- `float en_fCollisionSpeedLimit`
- `float en_fCollisionDamageFactor`

- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CElemental

Inherits: CEnemyBase

Remarks

n/a

Members

- readonly m_EetType
- readonly m_EecChar
- readonly m_EesStartState
- bool m_bSpawnWhenHarmed
- bool m_bSpawnOnBlowUp
- readonly m_EesCurrentState
- bool m_bSpawned
- bool m_bMovable
- float m_fLookRange
- readonly m_iFireCount
- float m_fWaitTime
- readonly m_iCounter
- float m_fDensity
- readonly m_penPosition1
- readonly m_penPosition2
- readonly m_penPosition3
- readonly m_penPosition4
- readonly m_penPosition5
- readonly m_penPosition6

- readonly m_soBackground
- readonly m_ctSpawned
- float m_fSpawnDamage
- bool m_bSpawnEnabled
- readonly m_soFireL
- readonly m_soFireR
- readonly m_bCountAsKill

Members inherited from CEnemyBase

- readonly m_penWatcher
- vec3 m_vStartPosition
- readonly m_penEnemy
- readonly m_ttTarget
- string m_strDescription
- string m_strName
- readonly m_soSound
- vec3 m_vStartDirection
- bool m_bOnStartPosition
- float m_fFallHeight
- float m_fStepHeight
- float m_fSenseRange
- float m_fViewAngle
- float m_fWalkSpeed
- readonly m_aWalkRotateSpeed
- float m_fAttackRunSpeed
- readonly m_aAttackRotateSpeed
- float m_fCloseRunSpeed
- readonly m_aCloseRotateSpeed
- float m_fAttackDistance
- float m_fCloseDistance
- float m_fAttackFireTime
- float m_fCloseFireTime
- float m_fStopDistance
- float m_fIgnoreRange
- float m_fLockOnEnemyTime
- float m_fBlowUpAmount

- `readonly m_fBodyParts`
- `float m_fDamageWounded`
- `vec3 m_vDamage`
- `float m_tmLastDamage`
- `bool m_bRobotBlowup`
- `float m_fBlowUpSize`
- `float m_fMoveTime`
- `vec3 m_vDesiredPosition`
- `readonly m_dtDestination`
- `readonly m_penPathMarker`
- `vec3 m_vPlayerSpotted`
- `float m_fMoveFrequency`
- `float m_fMoveSpeed`
- `readonly m_aRotateSpeed`
- `float m_fLockStartTime`
- `float m_fRangeLast`
- `bool m_bFadeOut`
- `float m_fFadeStartTime`
- `float m_fFadeTime`
- `float m_fShootTime`
- `float m_fDamageConfused`
- `readonly m_iChargeHitAnimation`
- `float m_fChargeHitDamage`
- `float m_fChargeHitAngle`
- `float m_fChargeHitSpeed`
- `readonly m_penSpawnerTarget`
- `readonly m_penDeathTarget`
- `readonly m_eetDeathType`
- `bool m_bTemplate`
- `float m_fAttackRadius`
- `readonly m_colColor`
- `bool m_bDeaf`
- `bool m_bBlind`
- `float m_tmGiveUp`
- `float m_tmReflexMin`
- `float m_tmReflexMax`

- float m_fActivityRange
- bool m_bApplyRandomStretch
- float m_fRandomStretchFactor
- float m_fStretchMultiplier
- float m_fRandomStretchMultiplier
- readonly m_penMarker
- readonly m_penMainMusicHolder
- float m_tmLastFussTime
- float m_iScore
- float m_fMaxHealth
- bool m_bBoss
- float m_fSpiritStartTime
- float m_tmSpraySpawned
- float m_fSprayDamage
- readonly m_penSpray
- float m_fMaxDamageAmount
- vec3 m_vLastStain
- readonly m_sptType
- readonly m_penTacticsHolder
- bool m_bTacticActive
- float m_tmTacticsActivation
- vec3 m_vTacticsStartPosition
- float m_fTacticVar1
- float m_fTacticVar2
- float m_fTacticVar3
- float m_fTacticVar4
- float m_fTacticVar5
- bool m_bTacticsStartOnSense
- readonly m_colBurning
- bool m_bResizeAttachments
- bool m_bGiveUpToClosestMarker
- string m_fnmCustomModel
- string m_fnmCustomTexture
- bool m_bUseCustomWeaponProjectile
- readonly m_eCustomWeaponProjectile
- readonly m_iCustomScore

- `string m_fnmCustomMessage`
- `bool m_bShootHitscansInsteadOfProjectiles`
- `float m_fCustomHitscansDamage`
- `readonly m_penStartEnemy`
- `readonly m_eetEnvironmentType`
- `float m_fHealthScalar`
- `readonly m_penPrediction`

Members inherited from `CMovableModelEntity`

- `readonly en_iCollisionBox`
- `readonly en_iWantedCollisionBox`

Members inherited from `CMovableEntity`

- `vec3 en_vDesiredTranslationRelative`
- `vec3 en_aDesiredRotationRelative`
- `vec3 en_vCurrentTranslationAbsolute`
- `vec3 en_aCurrentRotationAbsolute`
- `readonly en_penReference`
- `vec3 en_vReferencePlane`
- `readonly en_iReferenceSurface`
- `readonly en_penLastValidReference`
- `float en_tmLastBreathed`
- `float en_tmMaxHoldBreath`
- `float en_fDensity`
- `float en_tmLastSwimDamage`
- `float en_tmMaxColdness`
- `float en_tmLastWarmth`
- `bool en_bImmuneToCold`
- `readonly en_iUpContent`
- `readonly en_iDnContent`
- `float en_fImmersionFactor`
- `vec3 en_vGravityDir`
- `float en_fGravityA`
- `float en_fGravityV`
- `vec3 en_vForceDir`
- `float en_fForceA`

- float en_fForceV
- float en_tmJumped
- float en_tmMaxJumpControl
- float en_fJumpControlMultiplier
- float en_fAcceleration
- float en_fDeceleration
- float en_fStepUpHeight
- float en_fStepDnHeight
- float en_fBounceDampParallel
- float en_fBounceDampNormal
- float en_fCollisionSpeedLimit
- float en_fCollisionDamageFactor
- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CEnemyBase

Inherits: CMovableModelEntity

Remarks

n/a

Members

- readonly m_penWatcher
- vec3 m_vStartPosition
- readonly m_penEnemy
- readonly m_ttTarget
- string m_strDescription
- string m_strName
- readonly m_soSound

- `vec3 m_vStartDirection`
- `bool m_bOnStartPosition`
- `float m_fFallHeight`
- `float m_fStepHeight`
- `float m_fSenseRange`
- `float m_fViewAngle`
- `float m_fWalkSpeed`
- `readonly m_aWalkRotateSpeed`
- `float m_fAttackRunSpeed`
- `readonly m_aAttackRotateSpeed`
- `float m_fCloseRunSpeed`
- `readonly m_aCloseRotateSpeed`
- `float m_fAttackDistance`
- `float m_fCloseDistance`
- `float m_fAttackFireTime`
- `float m_fCloseFireTime`
- `float m_fStopDistance`
- `float m_fIgnoreRange`
- `float m_fLockOnEnemyTime`
- `float m_fBlowUpAmount`
- `readonly m_fBodyParts`
- `float m_fDamageWounded`
- `vec3 m_vDamage`
- `float m_tmLastDamage`
- `bool m_bRobotBlowup`
- `float m_fBlowUpSize`
- `float m_fMoveTime`
- `vec3 m_vDesiredPosition`
- `readonly m_dtDestination`
- `readonly m_penPathMarker`
- `vec3 m_vPlayerSpotted`
- `float m_fMoveFrequency`
- `float m_fMoveSpeed`
- `readonly m_aRotateSpeed`
- `float m_fLockStartTime`
- `float m_fRangeLast`

- `bool m_bFadeOut`
- `float m_fFadeStartTime`
- `float m_fFadeTime`
- `float m_fShootTime`
- `float m_fDamageConfused`
- `readonly m_iChargeHitAnimation`
- `float m_fChargeHitDamage`
- `float m_fChargeHitAngle`
- `float m_fChargeHitSpeed`
- `readonly m_penSpawnerTarget`
- `readonly m_penDeathTarget`
- `readonly m_eetDeathType`
- `bool m_bTemplate`
- `float m_fAttackRadius`
- `readonly m_colColor`
- `bool m_bDeaf`
- `bool m_bBlind`
- `float m_tmGiveUp`
- `float m_tmReflexMin`
- `float m_tmReflexMax`
- `float m_fActivityRange`
- `bool m_bApplyRandomStretch`
- `float m_fRandomStretchFactor`
- `float m_fStretchMultiplier`
- `float m_fRandomStretchMultiplier`
- `readonly m_penMarker`
- `readonly m_penMainMusicHolder`
- `float m_tmLastFusTime`
- `float m_iScore`
- `float m_fMaxHealth`
- `bool m_bBoss`
- `float m_fSpiritStartTime`
- `float m_tmSpraySpawned`
- `float m_fSprayDamage`
- `readonly m_penSpray`
- `float m_fMaxDamageAmount`

- `vec3 m_vLastStain`
- `readonly m_sptType`
- `readonly m_penTacticsHolder`
- `bool m_bTacticActive`
- `float m_tmTacticsActivation`
- `vec3 m_vTacticsStartPosition`
- `float m_fTacticVar1`
- `float m_fTacticVar2`
- `float m_fTacticVar3`
- `float m_fTacticVar4`
- `float m_fTacticVar5`
- `bool m_bTacticsStartOnSense`
- `readonly m_colBurning`
- `bool m_bResizeAttachments`
- `bool m_bGiveUpToClosestMarker`
- `string m_fnmCustomModel`
- `string m_fnmCustomTexture`
- `bool m_bUseCustomWeaponProjectile`
- `readonly m_eCustomWeaponProjectile`
- `readonly m_iCustomScore`
- `string m_fnmCustomMessage`
- `bool m_bShootHitscansInsteadOfProjectiles`
- `float m_fCustomHitscansDamage`
- `readonly m_penStartEnemy`
- `readonly m_eetEnvironmentType`
- `float m_fHealthScalar`
- `readonly m_penPrediction`

Members inherited from `CMovableModelEntity`

- `readonly en_iCollisionBox`
- `readonly en_iWantedCollisionBox`

Members inherited from `CMovableEntity`

- `vec3 en_vDesiredTranslationRelative`
- `vec3 en_aDesiredRotationRelative`
- `vec3 en_vCurrentTranslationAbsolute`

- `vec3 en_aCurrentRotationAbsolute`
- `readonly en_penReference`
- `vec3 en_vReferencePlane`
- `readonly en_iReferenceSurface`
- `readonly en_penLastValidReference`
- `float en_tmLastBreathed`
- `float en_tmMaxHoldBreath`
- `float en_fDensity`
- `float en_tmLastSwimDamage`
- `float en_tmMaxColdness`
- `float en_tmLastWarmth`
- `bool en_bImmuneToCold`
- `readonly en_iUpContent`
- `readonly en_iDnContent`
- `float en_fImmersionFactor`
- `vec3 en_vGravityDir`
- `float en_fGravityA`
- `float en_fGravityV`
- `vec3 en_vForceDir`
- `float en_fForceA`
- `float en_fForceV`
- `float en_tmJumped`
- `float en_tmMaxJumpControl`
- `float en_fJumpControlMultiplier`
- `float en_fAcceleration`
- `float en_fDeceleration`
- `float en_fStepUpHeight`
- `float en_fStepDnHeight`
- `float en_fBounceDampParallel`
- `float en_fBounceDampNormal`
- `float en_fCollisionSpeedLimit`
- `float en_fCollisionDamageFactor`
- `readonly en_boxMovingEstimate`
- `readonly en_boxNearCached`
- `vec3 en_vIntendedTranslation`
- `readonly en_mIntendedRotation`

- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CEnemyCounter

Remarks

n/a

Members

- readonly m_penMainMusicHolder
- string m_strName
- readonly m_iCountFrom
- readonly m_iCount

CEnemyDive

Inherits: CEnemyBase

Remarks

n/a

Members

- readonly m_EedtType
- bool m_bInLiquid
- float m_fDiveWalkSpeed
- readonly m_aDiveWalkRotateSpeed
- float m_fDiveAttackRunSpeed
- readonly m_aDiveAttackRotateSpeed
- float m_fDiveCloseRunSpeed
- readonly m_aDiveCloseRotateSpeed
- float m_fDiveAttackDistance
- float m_fDiveCloseDistance
- float m_fDiveAttackFireTime
- float m_fDiveCloseFireTime

- float m_fDiveStopDistance
- float m_fDiveIgnoreRange
- float m_fDiveLockOnEnemyTime

Members inherited from CEnemyBase

- readonly m_penWatcher
- vec3 m_vStartPosition
- readonly m_penEnemy
- readonly m_ttTarget
- string m_strDescription
- string m_strName
- readonly m_soSound
- vec3 m_vStartDirection
- bool m_bOnStartPosition
- float m_fFallHeight
- float m_fStepHeight
- float m_fSenseRange
- float m_fViewAngle
- float m_fWalkSpeed
- readonly m_aWalkRotateSpeed
- float m_fAttackRunSpeed
- readonly m_aAttackRotateSpeed
- float m_fCloseRunSpeed
- readonly m_aCloseRotateSpeed
- float m_fAttackDistance
- float m_fCloseDistance
- float m_fAttackFireTime
- float m_fCloseFireTime
- float m_fStopDistance
- float m_fIgnoreRange
- float m_fLockOnEnemyTime
- float m_fBlowUpAmount
- readonly m_fBodyParts
- float m_fDamageWounded
- vec3 m_vDamage
- float m_tmLastDamage

- `bool m_bRobotBlowup`
- `float m_fBlowUpSize`
- `float m_fMoveTime`
- `vec3 m_vDesiredPosition`
- `readonly m_dtDestination`
- `readonly m_penPathMarker`
- `vec3 m_vPlayerSpotted`
- `float m_fMoveFrequency`
- `float m_fMoveSpeed`
- `readonly m_aRotateSpeed`
- `float m_fLockStartTime`
- `float m_fRangeLast`
- `bool m_bFadeOut`
- `float m_fFadeStartTime`
- `float m_fFadeTime`
- `float m_fShootTime`
- `float m_fDamageConfused`
- `readonly m_iChargeHitAnimation`
- `float m_fChargeHitDamage`
- `float m_fChargeHitAngle`
- `float m_fChargeHitSpeed`
- `readonly m_penSpawnerTarget`
- `readonly m_penDeathTarget`
- `readonly m_eetDeathType`
- `bool m_bTemplate`
- `float m_fAttackRadius`
- `readonly m_colColor`
- `bool m_bDeaf`
- `bool m_bBlind`
- `float m_tmGiveUp`
- `float m_tmReflexMin`
- `float m_tmReflexMax`
- `float m_fActivityRange`
- `bool m_bApplyRandomStretch`
- `float m_fRandomStretchFactor`
- `float m_fStretchMultiplier`

- float m_fRandomStretchMultiplier
- readonly m_penMarker
- readonly m_penMainMusicHolder
- float m_tmLastFussTime
- float m_iScore
- float m_fMaxHealth
- bool m_bBoss
- float m_fSpiritStartTime
- float m_tmSpraySpawned
- float m_fSprayDamage
- readonly m_penSpray
- float m_fMaxDamageAmount
- vec3 m_vLastStain
- readonly m_sptType
- readonly m_penTacticsHolder
- bool m_bTacticActive
- float m_tmTacticsActivation
- vec3 m_vTacticsStartPosition
- float m_fTacticVar1
- float m_fTacticVar2
- float m_fTacticVar3
- float m_fTacticVar4
- float m_fTacticVar5
- bool m_bTacticsStartOnSense
- readonly m_colBurning
- bool m_bResizeAttachments
- bool m_bGiveUpToClosestMarker
- string m_fnmCustomModel
- string m_fnmCustomTexture
- bool m_bUseCustomWeaponProjectile
- readonly m_eCustomWeaponProjectile
- readonly m_iCustomScore
- string m_fnmCustomMessage
- bool m_bShootHitscansInsteadOfProjectiles
- float m_fCustomHitscansDamage
- readonly m_penStartEnemy

- readonly `m_eetEnvironmentType`
- float `m_fHealthScalar`
- readonly `m_penPrediction`

Members inherited from `CMovableModelEntity`

- readonly `en_iCollisionBox`
- readonly `en_iWantedCollisionBox`

Members inherited from `CMovableEntity`

- `vec3 en_vDesiredTranslationRelative`
- `vec3 en_aDesiredRotationRelative`
- `vec3 en_vCurrentTranslationAbsolute`
- `vec3 en_aCurrentRotationAbsolute`
- readonly `en_penReference`
- `vec3 en_vReferencePlane`
- readonly `en_iReferenceSurface`
- readonly `en_penLastValidReference`
- float `en_tmLastBreathed`
- float `en_tmMaxHoldBreath`
- float `en_fDensity`
- float `en_tmLastSwimDamage`
- float `en_tmMaxColdness`
- float `en_tmLastWarmth`
- bool `en_bImmuneToCold`
- readonly `en_iUpContent`
- readonly `en_iDnContent`
- float `en_fImmersionFactor`
- `vec3 en_vGravityDir`
- float `en_fGravityA`
- float `en_fGravityV`
- `vec3 en_vForceDir`
- float `en_fForceA`
- float `en_fForceV`
- float `en_tmJumped`
- float `en_tmMaxJumpControl`
- float `en_fJumpControlMultiplier`

- float en_fAcceleration
- float en_fDeceleration
- float en_fStepUpHeight
- float en_fStepDnHeight
- float en_fBounceDampParallel
- float en_fBounceDampNormal
- float en_fCollisionSpeedLimit
- float en_fCollisionDamageFactor
- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CEnemyFly

Inherits: CEnemyBase

Remarks

n/a

Members

- readonly m_EeftType
- bool m_bInAir
- bool m_bAirAttack
- bool m_bStartInAir
- float m_fGroundToAirSpeed
- float m_fAirToGroundSpeed
- float m_fAirToGroundMin
- float m_fAirToGroundMax
- float m_fFlyHeight
- float m_fFlyWalkSpeed
- readonly m_aFlyWalkRotateSpeed

- float m_fFlyAttackRunSpeed
- readonly m_aFlyAttackRotateSpeed
- float m_fFlyCloseRunSpeed
- readonly m_aFlyCloseRotateSpeed
- float m_fFlyAttackDistance
- float m_fFlyCloseDistance
- float m_fFlyAttackFireTime
- float m_fFlyCloseFireTime
- float m_fFlyStopDistance
- float m_fFlyIgnoreRange
- float m_fFlyLockOnEnemyTime
- bool m_bFlyToMarker

Members inherited from CEnemyBase

- readonly m_penWatcher
- vec3 m_vStartPosition
- readonly m_penEnemy
- readonly m_ttTarget
- string m_strDescription
- string m_strName
- readonly m_soSound
- vec3 m_vStartDirection
- bool m_bOnStartPosition
- float m_fFallHeight
- float m_fStepHeight
- float m_fSenseRange
- float m_fViewAngle
- float m_fWalkSpeed
- readonly m_aWalkRotateSpeed
- float m_fAttackRunSpeed
- readonly m_aAttackRotateSpeed
- float m_fCloseRunSpeed
- readonly m_aCloseRotateSpeed
- float m_fAttackDistance
- float m_fCloseDistance
- float m_fAttackFireTime

- float m_fCloseFireTime
- float m_fStopDistance
- float m_fIgnoreRange
- float m_fLockOnEnemyTime
- float m_fBlowUpAmount
- readonly m_fBodyParts
- float m_fDamageWounded
- vec3 m_vDamage
- float m_tmLastDamage
- bool m_bRobotBlowup
- float m_fBlowUpSize
- float m_fMoveTime
- vec3 m_vDesiredPosition
- readonly m_dtDestination
- readonly m_penPathMarker
- vec3 m_vPlayerSpotted
- float m_fMoveFrequency
- float m_fMoveSpeed
- readonly m_aRotateSpeed
- float m_fLockStartTime
- float m_fRangeLast
- bool m_bFadeOut
- float m_fFadeStartTime
- float m_fFadeTime
- float m_fShootTime
- float m_fDamageConfused
- readonly m_iChargeHitAnimation
- float m_fChargeHitDamage
- float m_fChargeHitAngle
- float m_fChargeHitSpeed
- readonly m_penSpawnerTarget
- readonly m_penDeathTarget
- readonly m_eetDeathType
- bool m_bTemplate
- float m_fAttackRadius
- readonly m_colColor

- `bool m_bDeaf`
- `bool m_bBlind`
- `float m_tmGiveUp`
- `float m_tmReflexMin`
- `float m_tmReflexMax`
- `float m_fActivityRange`
- `bool m_bApplyRandomStretch`
- `float m_fRandomStretchFactor`
- `float m_fStretchMultiplier`
- `float m_fRandomStretchMultiplier`
- `readonly m_penMarker`
- `readonly m_penMainMusicHolder`
- `float m_tmLastFusTime`
- `float m_iScore`
- `float m_fMaxHealth`
- `bool m_bBoss`
- `float m_fSpiritStartTime`
- `float m_tmSpraySpawned`
- `float m_fSprayDamage`
- `readonly m_penSpray`
- `float m_fMaxDamageAmount`
- `vec3 m_vLastStain`
- `readonly m_sptType`
- `readonly m_penTacticsHolder`
- `bool m_bTacticActive`
- `float m_tmTacticsActivation`
- `vec3 m_vTacticsStartPosition`
- `float m_fTacticVar1`
- `float m_fTacticVar2`
- `float m_fTacticVar3`
- `float m_fTacticVar4`
- `float m_fTacticVar5`
- `bool m_bTacticsStartOnSense`
- `readonly m_colBurning`
- `bool m_bResizeAttachments`
- `bool m_bGiveUpToClosestMarker`

- `string m_fnmCustomModel`
- `string m_fnmCustomTexture`
- `bool m_bUseCustomWeaponProjectile`
- `readonly m_eCustomWeaponProjectile`
- `readonly m_iCustomScore`
- `string m_fnmCustomMessage`
- `bool m_bShootHitscansInsteadOfProjectiles`
- `float m_fCustomHitscansDamage`
- `readonly m_penStartEnemy`
- `readonly m_eetEnvironmentType`
- `float m_fHealthScalar`
- `readonly m_penPrediction`

Members inherited from `CMovableModelEntity`

- `readonly en_iCollisionBox`
- `readonly en_iWantedCollisionBox`

Members inherited from `CMovableEntity`

- `vec3 en_vDesiredTranslationRelative`
- `vec3 en_aDesiredRotationRelative`
- `vec3 en_vCurrentTranslationAbsolute`
- `vec3 en_aCurrentRotationAbsolute`
- `readonly en_penReference`
- `vec3 en_vReferencePlane`
- `readonly en_iReferenceSurface`
- `readonly en_penLastValidReference`
- `float en_tmLastBreathed`
- `float en_tmMaxHoldBreath`
- `float en_fDensity`
- `float en_tmLastSwimDamage`
- `float en_tmMaxColdness`
- `float en_tmLastWarmth`
- `bool en_bImmuneToCold`
- `readonly en_iUpContent`
- `readonly en_iDnContent`
- `float en_fImmersionFactor`

- `vec3 en_vGravityDir`
- `float en_fGravityA`
- `float en_fGravityV`
- `vec3 en_vForceDir`
- `float en_fForceA`
- `float en_fForceV`
- `float en_tmJumped`
- `float en_tmMaxJumpControl`
- `float en_fJumpControlMultiplier`
- `float en_fAcceleration`
- `float en_fDeceleration`
- `float en_fStepUpHeight`
- `float en_fStepDnHeight`
- `float en_fBounceDampParallel`
- `float en_fBounceDampNormal`
- `float en_fCollisionSpeedLimit`
- `float en_fCollisionDamageFactor`
- `readonly en_boxMovingEstimate`
- `readonly en_boxNearCached`
- `vec3 en_vIntendedTranslation`
- `readonly en_mIntendedRotation`
- `readonly en_iLastForceType`
- `float en_tmLastFrozen`
- `float en_tmFrozenSeconds`
- `float en_tmFrozenMinimum`

CEnemyMarker

Inherits: `CMarker`

Remarks

n/a

Members

- `float m_fWaitTime`
- `float m_fMarkerRange`

- float m_fPatrolAreaInner
- float m_fPatrolAreaOuter
- float m_fPatrolTime
- readonly m_betRunToMarker
- readonly m_betFly
- readonly m_betBlind
- readonly m_betDeaf
- bool m_bStartTactics
- bool m_bGetCloser
- readonly m_pTarget01
- readonly m_pTarget02
- readonly m_pTarget03
- readonly m_pTarget04
- readonly m_pTarget05

Members inherited from CMarker

- string m_strName
- string m_strDescription
- readonly m_penTarget

CEnemyRunInto

Inherits: CEnemyBase

Remarks

n/a

Members

- readonly m_penLastTouched
- float m_fLastTouchedTime
- bool m_bWhileLoop
- float m_fMassKicked
- float m_fInertionRunTime
- float m_fStopApproachDistance
- float m_fChargeDistance
- bool m_bUseChargeAnimation

- `readonly m_fAttackRotateRunInto`

Members inherited from `CEnemyBase`

- `readonly m_penWatcher`
- `vec3 m_vStartPosition`
- `readonly m_penEnemy`
- `readonly m_ttTarget`
- `string m_strDescription`
- `string m_strName`
- `readonly m_soSound`
- `vec3 m_vStartDirection`
- `bool m_bOnStartPosition`
- `float m_fFallHeight`
- `float m_fStepHeight`
- `float m_fSenseRange`
- `float m_fViewAngle`
- `float m_fWalkSpeed`
- `readonly m_aWalkRotateSpeed`
- `float m_fAttackRunSpeed`
- `readonly m_aAttackRotateSpeed`
- `float m_fCloseRunSpeed`
- `readonly m_aCloseRotateSpeed`
- `float m_fAttackDistance`
- `float m_fCloseDistance`
- `float m_fAttackFireTime`
- `float m_fCloseFireTime`
- `float m_fStopDistance`
- `float m_fIgnoreRange`
- `float m_fLockOnEnemyTime`
- `float m_fBlowUpAmount`
- `readonly m_fBodyParts`
- `float m_fDamageWounded`
- `vec3 m_vDamage`
- `float m_tmLastDamage`
- `bool m_bRobotBlowup`
- `float m_fBlowUpSize`

- float m_fMoveTime
- vec3 m_vDesiredPosition
- readonly m_dtDestination
- readonly m_penPathMarker
- vec3 m_vPlayerSpotted
- float m_fMoveFrequency
- float m_fMoveSpeed
- readonly m_aRotateSpeed
- float m_fLockStartTime
- float m_fRangeLast
- bool m_bFadeOut
- float m_fFadeStartTime
- float m_fFadeTime
- float m_fShootTime
- float m_fDamageConfused
- readonly m_iChargeHitAnimation
- float m_fChargeHitDamage
- float m_fChargeHitAngle
- float m_fChargeHitSpeed
- readonly m_penSpawnerTarget
- readonly m_penDeathTarget
- readonly m_eetDeathType
- bool m_bTemplate
- float m_fAttackRadius
- readonly m_colColor
- bool m_bDeaf
- bool m_bBlind
- float m_tmGiveUp
- float m_tmReflexMin
- float m_tmReflexMax
- float m_fActivityRange
- bool m_bApplyRandomStretch
- float m_fRandomStretchFactor
- float m_fStretchMultiplier
- float m_fRandomStretchMultiplier
- readonly m_penMarker

- `readonly m_penMainMusicHolder`
- `float m_tmLastFussTime`
- `float m_iScore`
- `float m_fMaxHealth`
- `bool m_bBoss`
- `float m_fSpiritStartTime`
- `float m_tmSpraySpawned`
- `float m_fSprayDamage`
- `readonly m_penSpray`
- `float m_fMaxDamageAmount`
- `vec3 m_vLastStain`
- `readonly m_sptType`
- `readonly m_penTacticsHolder`
- `bool m_bTacticActive`
- `float m_tmTacticsActivation`
- `vec3 m_vTacticsStartPosition`
- `float m_fTacticVar1`
- `float m_fTacticVar2`
- `float m_fTacticVar3`
- `float m_fTacticVar4`
- `float m_fTacticVar5`
- `bool m_bTacticsStartOnSense`
- `readonly m_colBurning`
- `bool m_bResizeAttachments`
- `bool m_bGiveUpToClosestMarker`
- `string m_fnmCustomModel`
- `string m_fnmCustomTexture`
- `bool m_bUseCustomWeaponProjectile`
- `readonly m_eCustomWeaponProjectile`
- `readonly m_iCustomScore`
- `string m_fnmCustomMessage`
- `bool m_bShootHitscansInsteadOfProjectiles`
- `float m_fCustomHitscansDamage`
- `readonly m_penStartEnemy`
- `readonly m_eetEnvironmentType`
- `float m_fHealthScalar`

- readonly `m_penPrediction`

Members inherited from `CMovableModelEntity`

- readonly `en_iCollisionBox`
- readonly `en_iWantedCollisionBox`

Members inherited from `CMovableEntity`

- `vec3 en_vDesiredTranslationRelative`
- `vec3 en_aDesiredRotationRelative`
- `vec3 en_vCurrentTranslationAbsolute`
- `vec3 en_aCurrentRotationAbsolute`
- readonly `en_penReference`
- `vec3 en_vReferencePlane`
- readonly `en_iReferenceSurface`
- readonly `en_penLastValidReference`
- `float en_tmLastBreathed`
- `float en_tmMaxHoldBreath`
- `float en_fDensity`
- `float en_tmLastSwimDamage`
- `float en_tmMaxColdness`
- `float en_tmLastWarmth`
- `bool en_bImmuneToCold`
- readonly `en_iUpContent`
- readonly `en_iDnContent`
- `float en_fImmersionFactor`
- `vec3 en_vGravityDir`
- `float en_fGravityA`
- `float en_fGravityV`
- `vec3 en_vForceDir`
- `float en_fForceA`
- `float en_fForceV`
- `float en_tmJumped`
- `float en_tmMaxJumpControl`
- `float en_fJumpControlMultiplier`
- `float en_fAcceleration`
- `float en_fDeceleration`

- float en_fStepUpHeight
- float en_fStepDnHeight
- float en_fBounceDampParallel
- float en_fBounceDampNormal
- float en_fCollisionSpeedLimit
- float en_fCollisionDamageFactor
- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CEnemySpawner

Remarks

n/a

Members

- readonly m_penTarget
- string m_strDescription
- string m_strName
- float m_fInnerCircle
- float m_fOuterCircle
- float m_tmDelay
- float m_tmSingleWait
- float m_tmGroupWait
- readonly m_ctGroupSize
- readonly m_ctTotal
- readonly m_penPatrol
- readonly m_estType
- bool m_bTelefrag
- bool m_bSpawnEffect
- bool m_bDoubleInSerious

- readonly m_penSeriousTarget
- bool m_bFirstPass
- readonly m_soSpawn
- readonly m_iInGroup
- readonly m_iEnemiesTriggered
- readonly m_penTacticsHolder
- bool m_bTacticsAutostart
- float m_tmSingleWaitRandomAdd
- float m_tmDelayRandomAdd
- float m_tmGroupWaitRandomAdd
- bool m_bCanBeToggled
- bool m_bActivated
- bool m_bInfinite

CEnergyMine

Inherits: CMovableModelEntity

Remarks

n/a

Members

- readonly m_penLauncher
- bool m_bArmed
- float m_fSpeed
- readonly m_penNextMine
- bool m_bExploded
- float m_fRange
- readonly m_soArming
- readonly m_soDetonating
- readonly m_penPrediction

Members inherited from CMovableModelEntity

- readonly en_iCollisionBox
- readonly en_iWantedCollisionBox

Members inherited from CMovableEntity

- `vec3 en_vDesiredTranslationRelative`
- `vec3 en_aDesiredRotationRelative`
- `vec3 en_vCurrentTranslationAbsolute`
- `vec3 en_aCurrentRotationAbsolute`
- `readonly en_penReference`
- `vec3 en_vReferencePlane`
- `readonly en_iReferenceSurface`
- `readonly en_penLastValidReference`
- `float en_tmLastBreathed`
- `float en_tmMaxHoldBreath`
- `float en_fDensity`
- `float en_tmLastSwimDamage`
- `float en_tmMaxColdness`
- `float en_tmLastWarmth`
- `bool en_bImmuneToCold`
- `readonly en_iUpContent`
- `readonly en_iDnContent`
- `float en_fImmersionFactor`
- `vec3 en_vGravityDir`
- `float en_fGravityA`
- `float en_fGravityV`
- `vec3 en_vForceDir`
- `float en_fForceA`
- `float en_fForceV`
- `float en_tmJumped`
- `float en_tmMaxJumpControl`
- `float en_fJumpControlMultiplier`
- `float en_fAcceleration`
- `float en_fDeceleration`
- `float en_fStepUpHeight`
- `float en_fStepDnHeight`
- `float en_fBounceDampParallel`
- `float en_fBounceDampNormal`
- `float en_fCollisionSpeedLimit`
- `float en_fCollisionDamageFactor`

- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CEnvironmentParticlesHolder

Remarks

n/a

Members

- string m_strName
- string m_strDescription
- string m_fnHeightMap
- readonly m_boxHeightMap
- readonly m_eptType
- readonly m_penNextHolder
- float m_tmRainStart
- float m_tmRainEnd
- float m_tmSnowStart
- float m_tmSnowEnd
- readonly m_moHeightMapHolder
- readonly m_moParticleTextureHolder
- string m_fnTexture
- float m_fGrowthRenderingStep
- float m_fGrowthRenderingRadius
- float m_fGrowthRenderingRadiusFade
- bool m_bGrowthHighresMap
- readonly m_iGrowthMapX
- readonly m_iGrowthMapY
- float m_fGrowthMinSize
- float m_fGrowthMaxSize

- float m_fParticlesSinkFactor
- float m_fRainAppearLen
- float m_fSnowAppearLen

CEruptor

Inherits: CModelHolder2

Remarks

n/a

Members

- float m_fStretchAll
- float m_fStretchX
- float m_fStretchY
- float m_fStretchZ
- bool m_bRandomStretch
- float m_fStretchHeight
- float m_fStretchWidth
- float m_fStretchDepth
- float m_fAngle
- float m_fMaxSpeed
- float m_fMinSpeed
- float m_fTime
- float m_fRandomWait
- readonly m_ptType
- bool m_bShootInArc
- float m_fProjectileStretch

Members inherited from CModelHolder2

- string m_fnModel
- string m_fnTexture
- string m_fnReflection
- string m_fnSpecular
- string m_fnBump
- float m_fStretchAll

- float m_fStretchX
- float m_fStretchY
- float m_fStretchZ
- string m_strName
- string m_strDescription
- bool m_bColliding
- readonly m_iModelAnimation
- readonly m_iTextureAnimation
- readonly m_stClusterShadows
- bool m_bBackground
- bool m_bTargetable
- readonly m_cstCustomShading
- vec3 m_aShadingDirection
- readonly m_colLight
- readonly m_colAmbient
- string m_fnmLightAnimation
- readonly m_iLightAnimation
- readonly m_aoLightAnimation
- bool m_bAttachments
- bool m_bActive
- float m_fMipAdd
- float m_fMipMul
- float m_fMipFadeDist
- float m_fMipFadeLen
- float m_rMipFadeDistMetric
- float m_fMipFadeLenMetric
- bool m_bRandomStretch
- float m_fStretchRndX
- float m_fStretchRndY
- float m_fStretchRndZ
- float m_fStretchRndAll
- vec3 m_fStretchRandom
- readonly m_penDestruction
- vec3 m_vDamage
- float m_tmLastDamage
- readonly m_penDestroyTarget

- readonly m_penLastDamager
- float m_tmSpraySpawned
- float m_fSprayDamage
- readonly m_penSpray
- float m_fMaxDamageAmount
- float m_fClassificationStretch
- readonly m_colBurning
- readonly m_dmtLastDamageType
- float m_fChainSawCutDamage
- readonly m_iFirstRandomAnimation
- float m_fMaxTessellationLevel
- string m_fnVertexShader
- string m_fnFragmentShader
- string m_fnShaderTextureSampler0
- string m_fnShaderTextureSampler1
- string m_fnShaderTextureSampler2
- string m_fnShaderTextureSampler3
- string m_fnShaderTextureSampler4
- float m_fnShaderParam0
- float m_fnShaderParam1
- float m_fnShaderParam2
- float m_fnShaderParam3
- float m_fnShaderParam4

CExotechLarva

Inherits: CEnemyBase

Remarks

n/a

Members

- readonly m_penMarkerNew
- readonly m_penMarkerOld
- float m_fStopRadius
- float m_fStretch

- float m_fLarvaHealth
- float m_fRechargePerSecond
- readonly m_ltTarget
- readonly m_penFirstRechargeTarget
- bool m_bRechargedAtLeastOnce
- vec3 m_vFirePosLeftPlasmaRel
- vec3 m_vFirePosRightPlasmaRel
- vec3 m_vFirePosTailRel
- vec3 m_vFirePosLeftLaserAbs
- vec3 m_vFirePosRightLaserAbs
- bool m_bLeftArmActive
- bool m_bRightArmActive
- readonly m_iExplodingArm
- float m_fMaxRechargedHealth
- bool m_bExploding
- bool m_bActive
- bool m_bRechargePose
- bool m_bLaserActive
- bool m_bInitialMove
- readonly m_penRecharger
- float m_tmLastTargateChange
- vec3 m_plExpArmPos
- vec3 m_aExpArmRot
- vec3 m_plExpGunPos
- vec3 m_aExpGunRot
- vec3 m_vExpDamage
- readonly m_iExplosions
- readonly m_iRnd
- bool m_bRecharging
- readonly m_penDeathInflictor
- float m_tmDontFireLaserBefore
- float m_fMinimumLaserWait
- bool m_bRenderLeftLaser
- bool m_bRenderRightLaser
- vec3 m_vLeftLaserTarget
- vec3 m_vRightLaserTarget

- `bool m_bInvulnerable`
- `readonly m_penLeftArmDestroyTarget`
- `readonly m_penRightArmDestroyTarget`
- `readonly m_penDeathTarget`
- `readonly m_soFire1`
- `readonly m_soFire2`
- `readonly m_soFire3`
- `readonly m_soVoice`
- `readonly m_soChirp`
- `readonly m_soLaser`

Members inherited from CEnemyBase

- `readonly m_penWatcher`
- `vec3 m_vStartPosition`
- `readonly m_penEnemy`
- `readonly m_ttTarget`
- `string m_strDescription`
- `string m_strName`
- `readonly m_soSound`
- `vec3 m_vStartDirection`
- `bool m_bOnStartPosition`
- `float m_fFallHeight`
- `float m_fStepHeight`
- `float m_fSenseRange`
- `float m_fViewAngle`
- `float m_fWalkSpeed`
- `readonly m_aWalkRotateSpeed`
- `float m_fAttackRunSpeed`
- `readonly m_aAttackRotateSpeed`
- `float m_fCloseRunSpeed`
- `readonly m_aCloseRotateSpeed`
- `float m_fAttackDistance`
- `float m_fCloseDistance`
- `float m_fAttackFireTime`
- `float m_fCloseFireTime`
- `float m_fStopDistance`

- float m_fIgnoreRange
- float m_fLockOnEnemyTime
- float m_fBlowUpAmount
- readonly m_fBodyParts
- float m_fDamageWounded
- vec3 m_vDamage
- float m_tmLastDamage
- bool m_bRobotBlowup
- float m_fBlowUpSize
- float m_fMoveTime
- vec3 m_vDesiredPosition
- readonly m_dtDestination
- readonly m_penPathMarker
- vec3 m_vPlayerSpotted
- float m_fMoveFrequency
- float m_fMoveSpeed
- readonly m_aRotateSpeed
- float m_fLockStartTime
- float m_fRangeLast
- bool m_bFadeOut
- float m_fFadeStartTime
- float m_fFadeTime
- float m_fShootTime
- float m_fDamageConfused
- readonly m_iChargeHitAnimation
- float m_fChargeHitDamage
- float m_fChargeHitAngle
- float m_fChargeHitSpeed
- readonly m_penSpawnerTarget
- readonly m_penDeathTarget
- readonly m_eetDeathType
- bool m_bTemplate
- float m_fAttackRadius
- readonly m_colColor
- bool m_bDeaf
- bool m_bBlind

- float m_tmGiveUp
- float m_tmReflexMin
- float m_tmReflexMax
- float m_fActivityRange
- bool m_bApplyRandomStretch
- float m_fRandomStretchFactor
- float m_fStretchMultiplier
- float m_fRandomStretchMultiplier
- readonly m_penMarker
- readonly m_penMainMusicHolder
- float m_tmLastFusTime
- float m_iScore
- float m_fMaxHealth
- bool m_bBoss
- float m_fSpiritStartTime
- float m_tmSpraySpawned
- float m_fSprayDamage
- readonly m_penSpray
- float m_fMaxDamageAmount
- vec3 m_vLastStain
- readonly m_sptType
- readonly m_penTacticsHolder
- bool m_bTacticActive
- float m_tmTacticsActivation
- vec3 m_vTacticsStartPosition
- float m_fTacticVar1
- float m_fTacticVar2
- float m_fTacticVar3
- float m_fTacticVar4
- float m_fTacticVar5
- bool m_bTacticsStartOnSense
- readonly m_colBurning
- bool m_bResizeAttachments
- bool m_bGiveUpToClosestMarker
- string m_fnmCustomModel
- string m_fnmCustomTexture

- `bool m_bUseCustomWeaponProjectile`
- `readonly m_eCustomWeaponProjectile`
- `readonly m_iCustomScore`
- `string m_fnmCustomMessage`
- `bool m_bShootHitscansInsteadOfProjectiles`
- `float m_fCustomHitscansDamage`
- `readonly m_penStartEnemy`
- `readonly m_eetEnvironmentType`
- `float m_fHealthScalar`
- `readonly m_penPrediction`

Members inherited from `CMovableModelEntity`

- `readonly en_iCollisionBox`
- `readonly en_iWantedCollisionBox`

Members inherited from `CMovableEntity`

- `vec3 en_vDesiredTranslationRelative`
- `vec3 en_aDesiredRotationRelative`
- `vec3 en_vCurrentTranslationAbsolute`
- `vec3 en_aCurrentRotationAbsolute`
- `readonly en_penReference`
- `vec3 en_vReferencePlane`
- `readonly en_iReferenceSurface`
- `readonly en_penLastValidReference`
- `float en_tmLastBreathed`
- `float en_tmMaxHoldBreath`
- `float en_fDensity`
- `float en_tmLastSwimDamage`
- `float en_tmMaxColdness`
- `float en_tmLastWarmth`
- `bool en_bImmuneToCold`
- `readonly en_iUpContent`
- `readonly en_iDnContent`
- `float en_fImmersionFactor`
- `vec3 en_vGravityDir`
- `float en_fGravityA`

- float en_fGravityV
- vec3 en_vForceDir
- float en_fForceA
- float en_fForceV
- float en_tmJumped
- float en_tmMaxJumpControl
- float en_fJumpControlMultiplier
- float en_fAcceleration
- float en_fDeceleration
- float en_fStepUpHeight
- float en_fStepDnHeight
- float en_fBounceDampParallel
- float en_fBounceDampNormal
- float en_fCollisionSpeedLimit
- float en_fCollisionDamageFactor
- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CExotechLarvaBattery

Remarks

n/a

Members

- bool m_bActive
- float m_fMaxHealth
- float m_fStretch
- float m_fBurnTreshold
- readonly m_penSpray
- float m_tmSpraySpawned

- `string m_strName`
- `bool m_bCustomShading`
- `vec3 m_aShadingDirection`
- `readonly m_colLight`
- `readonly m_colAmbient`
- `readonly m_soSound`

CEyeman

Inherits: CEnemyFly

Remarks

n/a

Members

- `readonly m_EecChar`
- `bool m_bInvisible`
- `readonly m_eeEnv`
- `bool m_bMumbleSoundPlaying`
- `readonly m_soMumble`

Members inherited from CEnemyFly

- `readonly m_EeftType`
- `bool m_bInAir`
- `bool m_bAirAttack`
- `bool m_bStartInAir`
- `float m_fGroundToAirSpeed`
- `float m_fAirToGroundSpeed`
- `float m_fAirToGroundMin`
- `float m_fAirToGroundMax`
- `float m_fFlyHeight`
- `float m_fFlyWalkSpeed`
- `readonly m_aFlyWalkRotateSpeed`
- `float m_fFlyAttackRunSpeed`
- `readonly m_aFlyAttackRotateSpeed`
- `float m_fFlyCloseRunSpeed`

- `readonly m_aFlyCloseRotateSpeed`
- `float m_fFlyAttackDistance`
- `float m_fFlyCloseDistance`
- `float m_fFlyAttackFireTime`
- `float m_fFlyCloseFireTime`
- `float m_fFlyStopDistance`
- `float m_fFlyIgnoreRange`
- `float m_fFlyLockOnEnemyTime`
- `bool m_bFlyToMarker`

Members inherited from CEnemyBase

- `readonly m_penWatcher`
- `vec3 m_vStartPosition`
- `readonly m_penEnemy`
- `readonly m_ttTarget`
- `string m_strDescription`
- `string m_strName`
- `readonly m_soSound`
- `vec3 m_vStartDirection`
- `bool m_bOnStartPosition`
- `float m_fFallHeight`
- `float m_fStepHeight`
- `float m_fSenseRange`
- `float m_fViewAngle`
- `float m_fWalkSpeed`
- `readonly m_aWalkRotateSpeed`
- `float m_fAttackRunSpeed`
- `readonly m_aAttackRotateSpeed`
- `float m_fCloseRunSpeed`
- `readonly m_aCloseRotateSpeed`
- `float m_fAttackDistance`
- `float m_fCloseDistance`
- `float m_fAttackFireTime`
- `float m_fCloseFireTime`
- `float m_fStopDistance`
- `float m_fIgnoreRange`

- float m_fLockOnEnemyTime
- float m_fBlowUpAmount
- readonly m_fBodyParts
- float m_fDamageWounded
- vec3 m_vDamage
- float m_tmLastDamage
- bool m_bRobotBlowup
- float m_fBlowUpSize
- float m_fMoveTime
- vec3 m_vDesiredPosition
- readonly m_dtDestination
- readonly m_penPathMarker
- vec3 m_vPlayerSpotted
- float m_fMoveFrequency
- float m_fMoveSpeed
- readonly m_aRotateSpeed
- float m_fLockStartTime
- float m_fRangeLast
- bool m_bFadeOut
- float m_fFadeStartTime
- float m_fFadeTime
- float m_fShootTime
- float m_fDamageConfused
- readonly m_iChargeHitAnimation
- float m_fChargeHitDamage
- float m_fChargeHitAngle
- float m_fChargeHitSpeed
- readonly m_penSpawnerTarget
- readonly m_penDeathTarget
- readonly m_eetDeathType
- bool m_bTemplate
- float m_fAttackRadius
- readonly m_colColor
- bool m_bDeaf
- bool m_bBlind
- float m_tmGiveUp

- float m_tmReflexMin
- float m_tmReflexMax
- float m_fActivityRange
- bool m_bApplyRandomStretch
- float m_fRandomStretchFactor
- float m_fStretchMultiplier
- float m_fRandomStretchMultiplier
- readonly m_penMarker
- readonly m_penMainMusicHolder
- float m_tmLastFusTime
- float m_iScore
- float m_fMaxHealth
- bool m_bBoss
- float m_fSpiritStartTime
- float m_tmSpraySpawned
- float m_fSprayDamage
- readonly m_penSpray
- float m_fMaxDamageAmount
- vec3 m_vLastStain
- readonly m_sptType
- readonly m_penTacticsHolder
- bool m_bTacticActive
- float m_tmTacticsActivation
- vec3 m_vTacticsStartPosition
- float m_fTacticVar1
- float m_fTacticVar2
- float m_fTacticVar3
- float m_fTacticVar4
- float m_fTacticVar5
- bool m_bTacticsStartOnSense
- readonly m_colBurning
- bool m_bResizeAttachments
- bool m_bGiveUpToClosestMarker
- string m_fnmCustomModel
- string m_fnmCustomTexture
- bool m_bUseCustomWeaponProjectile

- `readonly m_eCustomWeaponProjectile`
- `readonly m_iCustomScore`
- `string m_fnmCustomMessage`
- `bool m_bShootHitscansInsteadOfProjectiles`
- `float m_fCustomHitscansDamage`
- `readonly m_penStartEnemy`
- `readonly m_eetEnvironmentType`
- `float m_fHealthScalar`
- `readonly m_penPrediction`

Members inherited from `CMovableModelEntity`

- `readonly en_iCollisionBox`
- `readonly en_iWantedCollisionBox`

Members inherited from `CMovableEntity`

- `vec3 en_vDesiredTranslationRelative`
- `vec3 en_aDesiredRotationRelative`
- `vec3 en_vCurrentTranslationAbsolute`
- `vec3 en_aCurrentRotationAbsolute`
- `readonly en_penReference`
- `vec3 en_vReferencePlane`
- `readonly en_iReferenceSurface`
- `readonly en_penLastValidReference`
- `float en_tmLastBreathed`
- `float en_tmMaxHoldBreath`
- `float en_fDensity`
- `float en_tmLastSwimDamage`
- `float en_tmMaxColdness`
- `float en_tmLastWarmth`
- `bool en_bImmuneToCold`
- `readonly en_iUpContent`
- `readonly en_iDnContent`
- `float en_fImmersionFactor`
- `vec3 en_vGravityDir`
- `float en_fGravityA`
- `float en_fGravityV`

- `vec3 en_vForceDir`
- `float en_fForceA`
- `float en_fForceV`
- `float en_tmJumped`
- `float en_tmMaxJumpControl`
- `float en_fJumpControlMultiplier`
- `float en_fAcceleration`
- `float en_fDeceleration`
- `float en_fStepUpHeight`
- `float en_fStepDnHeight`
- `float en_fBounceDampParallel`
- `float en_fBounceDampNormal`
- `float en_fCollisionSpeedLimit`
- `float en_fCollisionDamageFactor`
- `readonly en_boxMovingEstimate`
- `readonly en_boxNearCached`
- `vec3 en_vIntendedTranslation`
- `readonly en_mIntendedRotation`
- `readonly en_iLastForceType`
- `float en_tmLastFrozen`
- `float en_tmFrozenSeconds`
- `float en_tmFrozenMinimum`

CFish

Inherits: `CEnemyDive`

Remarks

n/a

Members

- `bool m_bAttackingByElectricity`
- `float m_tmElectricityTimeStart`

Members inherited from CEnemyDive

- readonly m_EedtType
- bool m_bInLiquid
- float m_fDiveWalkSpeed
- readonly m_aDiveWalkRotateSpeed
- float m_fDiveAttackRunSpeed
- readonly m_aDiveAttackRotateSpeed
- float m_fDiveCloseRunSpeed
- readonly m_aDiveCloseRotateSpeed
- float m_fDiveAttackDistance
- float m_fDiveCloseDistance
- float m_fDiveAttackFireTime
- float m_fDiveCloseFireTime
- float m_fDiveStopDistance
- float m_fDiveIgnoreRange
- float m_fDiveLockOnEnemyTime

Members inherited from CEnemyBase

- readonly m_penWatcher
- vec3 m_vStartPosition
- readonly m_penEnemy
- readonly m_ttTarget
- string m_strDescription
- string m_strName
- readonly m_soSound
- vec3 m_vStartDirection
- bool m_bOnStartPosition
- float m_fFallHeight
- float m_fStepHeight
- float m_fSenseRange
- float m_fViewAngle
- float m_fWalkSpeed
- readonly m_aWalkRotateSpeed
- float m_fAttackRunSpeed
- readonly m_aAttackRotateSpeed

- float m_fCloseRunSpeed
- readonly m_aCloseRotateSpeed
- float m_fAttackDistance
- float m_fCloseDistance
- float m_fAttackFireTime
- float m_fCloseFireTime
- float m_fStopDistance
- float m_fIgnoreRange
- float m_fLockOnEnemyTime
- float m_fBlowUpAmount
- readonly m_fBodyParts
- float m_fDamageWounded
- vec3 m_vDamage
- float m_tmLastDamage
- bool m_bRobotBlowup
- float m_fBlowUpSize
- float m_fMoveTime
- vec3 m_vDesiredPosition
- readonly m_dtDestination
- readonly m_penPathMarker
- vec3 m_vPlayerSpotted
- float m_fMoveFrequency
- float m_fMoveSpeed
- readonly m_aRotateSpeed
- float m_fLockStartTime
- float m_fRangeLast
- bool m_bFadeOut
- float m_fFadeStartTime
- float m_fFadeTime
- float m_fShootTime
- float m_fDamageConfused
- readonly m_iChargeHitAnimation
- float m_fChargeHitDamage
- float m_fChargeHitAngle
- float m_fChargeHitSpeed
- readonly m_penSpawnerTarget

- readonly m_penDeathTarget
- readonly m_eetDeathType
- bool m_bTemplate
- float m_fAttackRadius
- readonly m_colColor
- bool m_bDeaf
- bool m_bBlind
- float m_tmGiveUp
- float m_tmReflexMin
- float m_tmReflexMax
- float m_fActivityRange
- bool m_bApplyRandomStretch
- float m_fRandomStretchFactor
- float m_fStretchMultiplier
- float m_fRandomStretchMultiplier
- readonly m_penMarker
- readonly m_penMainMusicHolder
- float m_tmLastFusTime
- float m_iScore
- float m_fMaxHealth
- bool m_bBoss
- float m_fSpiritStartTime
- float m_tmSpraySpawned
- float m_fSprayDamage
- readonly m_penSpray
- float m_fMaxDamageAmount
- vec3 m_vLastStain
- readonly m_sptType
- readonly m_penTacticsHolder
- bool m_bTacticActive
- float m_tmTacticsActivation
- vec3 m_vTacticsStartPosition
- float m_fTacticVar1
- float m_fTacticVar2
- float m_fTacticVar3
- float m_fTacticVar4

- float m_fTacticVar5
- bool m_bTacticsStartOnSense
- readonly m_colBurning
- bool m_bResizeAttachments
- bool m_bGiveUpToClosestMarker
- string m_fnmCustomModel
- string m_fnmCustomTexture
- bool m_bUseCustomWeaponProjectile
- readonly m_eCustomWeaponProjectile
- readonly m_iCustomScore
- string m_fnmCustomMessage
- bool m_bShootHitscansInsteadOfProjectiles
- float m_fCustomHitscansDamage
- readonly m_penStartEnemy
- readonly m_eetEnvironmentType
- float m_fHealthScalar
- readonly m_penPrediction

Members inherited from CMovableModelEntity

- readonly en_iCollisionBox
- readonly en_iWantedCollisionBox

Members inherited from CMovableEntity

- vec3 en_vDesiredTranslationRelative
- vec3 en_aDesiredRotationRelative
- vec3 en_vCurrentTranslationAbsolute
- vec3 en_aCurrentRotationAbsolute
- readonly en_penReference
- vec3 en_vReferencePlane
- readonly en_iReferenceSurface
- readonly en_penLastValidReference
- float en_tmLastBreathed
- float en_tmMaxHoldBreath
- float en_fDensity
- float en_tmLastSwimDamage
- float en_tmMaxColdness

- float en_tmLastWarmth
- bool en_bImmuneToCold
- readonly en_iUpContent
- readonly en_iDnContent
- float en_fImmersionFactor
- vec3 en_vGravityDir
- float en_fGravityA
- float en_fGravityV
- vec3 en_vForceDir
- float en_fForceA
- float en_fForceV
- float en_tmJumped
- float en_tmMaxJumpControl
- float en_fJumpControlMultiplier
- float en_fAcceleration
- float en_fDeceleration
- float en_fStepUpHeight
- float en_fStepDnHeight
- float en_fBounceDampParallel
- float en_fBounceDampNormal
- float en_fCollisionSpeedLimit
- float en_fCollisionDamageFactor
- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CFlame

Inherits: CMovableModelEntity

Remarks

n/a

Members

- readonly `m_penOwner`
- readonly `m_penAttach`
- bool `m_bLoop`
- `vec3` `m_vHitPoint`
- readonly `m_soEffect`
- float `m_tmStart`
- float `m_fDamageToApply`
- float `m_fDamageStep`
- float `m_fAppliedDamage`
- float `m_tmFirstStart`
- readonly `m_ctFlames`
- `vec3` `m_vPos01`
- `vec3` `m_vPos02`
- `vec3` `m_vPos03`
- `vec3` `m_vPos04`
- `vec3` `m_vPos05`
- `vec3` `m_vPos06`
- `vec3` `m_vPos07`
- `vec3` `m_vPos08`
- `vec3` `m_vPos09`
- `vec3` `m_vPos10`
- `vec3` `m_vPlaneNormal`
- bool `m_bBurningBrush`
- float `m_tmDeathParticlesStart`
- readonly `m_penPrediction`

Members inherited from `CMovableModelEntity`

- readonly `en_iCollisionBox`
- readonly `en_iWantedCollisionBox`

Members inherited from `CMovableEntity`

- `vec3` `en_vDesiredTranslationRelative`
- `vec3` `en_aDesiredRotationRelative`
- `vec3` `en_vCurrentTranslationAbsolute`

- `vec3 en_aCurrentRotationAbsolute`
- `readonly en_penReference`
- `vec3 en_vReferencePlane`
- `readonly en_iReferenceSurface`
- `readonly en_penLastValidReference`
- `float en_tmLastBreathed`
- `float en_tmMaxHoldBreath`
- `float en_fDensity`
- `float en_tmLastSwimDamage`
- `float en_tmMaxColdness`
- `float en_tmLastWarmth`
- `bool en_bImmuneToCold`
- `readonly en_iUpContent`
- `readonly en_iDnContent`
- `float en_fImmersionFactor`
- `vec3 en_vGravityDir`
- `float en_fGravityA`
- `float en_fGravityV`
- `vec3 en_vForceDir`
- `float en_fForceA`
- `float en_fForceV`
- `float en_tmJumped`
- `float en_tmMaxJumpControl`
- `float en_fJumpControlMultiplier`
- `float en_fAcceleration`
- `float en_fDeceleration`
- `float en_fStepUpHeight`
- `float en_fStepDnHeight`
- `float en_fBounceDampParallel`
- `float en_fBounceDampNormal`
- `float en_fCollisionSpeedLimit`
- `float en_fCollisionDamageFactor`
- `readonly en_boxMovingEstimate`
- `readonly en_boxNearCached`
- `vec3 en_vIntendedTranslation`
- `readonly en_mIntendedRotation`

- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CFogMarker

Inherits: CMarker

Remarks

n/a

Members

- float m_fDepth
- float m_fAbove
- float m_fBelow
- float m_fFar
- readonly m_faType
- float m_fDensity
- readonly m_fgType
- float m_fGraduation
- bool m_bDensityDirect
- float m_fDensityPercentage
- float m_fDensityDistance
- bool m_bGraduationDirect
- float m_fGraduationPercentage
- float m_fGraduationDistance
- readonly m_iSizeL
- readonly m_iSizeH
- readonly m_colColor

Members inherited from CMarker

- string m_strName
- string m_strDescription
- readonly m_penTarget

CGhostBusterRay

Inherits: CMovableModelEntity

Remarks

n/a

Members

- readonly m_penOwner
- bool m_bRender
- vec3 m_vSrcOld
- vec3 m_vDstOld
- vec3 m_vSrc
- vec3 m_vDst
- vec3 m_iLastBulletPosition
- readonly m_aoLightAnim
- readonly m_ctPasses
- readonly m_penPrediction

Members inherited from CMovableModelEntity

- readonly en_iCollisionBox
- readonly en_iWantedCollisionBox

Members inherited from CMovableEntity

- vec3 en_vDesiredTranslationRelative
- vec3 en_aDesiredRotationRelative
- vec3 en_vCurrentTranslationAbsolute
- vec3 en_aCurrentRotationAbsolute
- readonly en_penReference
- vec3 en_vReferencePlane
- readonly en_iReferenceSurface
- readonly en_penLastValidReference
- float en_tmLastBreathed
- float en_tmMaxHoldBreath
- float en_fDensity
- float en_tmLastSwimDamage

- float en_tmMaxColdness
- float en_tmLastWarmth
- bool en_bImmuneToCold
- readonly en_iUpContent
- readonly en_iDnContent
- float en_fImmersionFactor
- vec3 en_vGravityDir
- float en_fGravityA
- float en_fGravityV
- vec3 en_vForceDir
- float en_fForceA
- float en_fForceV
- float en_tmJumped
- float en_tmMaxJumpControl
- float en_fJumpControlMultiplier
- float en_fAcceleration
- float en_fDeceleration
- float en_fStepUpHeight
- float en_fStepDnHeight
- float en_fBounceDampParallel
- float en_fBounceDampNormal
- float en_fCollisionSpeedLimit
- float en_fCollisionDamageFactor
- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CGizmo

Inherits: CEnemyBase

Remarks

n/a

Members

- `bool m_bExploded`
- `bool m_bIsSpawnedByWalker`

Members inherited from `CEnemyBase`

- `readonly m_penWatcher`
- `vec3 m_vStartPosition`
- `readonly m_penEnemy`
- `readonly m_ttTarget`
- `string m_strDescription`
- `string m_strName`
- `readonly m_soSound`
- `vec3 m_vStartDirection`
- `bool m_bOnStartPosition`
- `float m_fFallHeight`
- `float m_fStepHeight`
- `float m_fSenseRange`
- `float m_fViewAngle`
- `float m_fWalkSpeed`
- `readonly m_aWalkRotateSpeed`
- `float m_fAttackRunSpeed`
- `readonly m_aAttackRotateSpeed`
- `float m_fCloseRunSpeed`
- `readonly m_aCloseRotateSpeed`
- `float m_fAttackDistance`
- `float m_fCloseDistance`
- `float m_fAttackFireTime`
- `float m_fCloseFireTime`
- `float m_fStopDistance`
- `float m_fIgnoreRange`
- `float m_fLockOnEnemyTime`
- `float m_fBlowUpAmount`

- `readonly m_fBodyParts`
- `float m_fDamageWounded`
- `vec3 m_vDamage`
- `float m_tmLastDamage`
- `bool m_bRobotBlowup`
- `float m_fBlowUpSize`
- `float m_fMoveTime`
- `vec3 m_vDesiredPosition`
- `readonly m_dtDestination`
- `readonly m_penPathMarker`
- `vec3 m_vPlayerSpotted`
- `float m_fMoveFrequency`
- `float m_fMoveSpeed`
- `readonly m_aRotateSpeed`
- `float m_fLockStartTime`
- `float m_fRangeLast`
- `bool m_bFadeOut`
- `float m_fFadeStartTime`
- `float m_fFadeTime`
- `float m_fShootTime`
- `float m_fDamageConfused`
- `readonly m_iChargeHitAnimation`
- `float m_fChargeHitDamage`
- `float m_fChargeHitAngle`
- `float m_fChargeHitSpeed`
- `readonly m_penSpawnerTarget`
- `readonly m_penDeathTarget`
- `readonly m_eetDeathType`
- `bool m_bTemplate`
- `float m_fAttackRadius`
- `readonly m_colColor`
- `bool m_bDeaf`
- `bool m_bBlind`
- `float m_tmGiveUp`
- `float m_tmReflexMin`
- `float m_tmReflexMax`

- float m_fActivityRange
- bool m_bApplyRandomStretch
- float m_fRandomStretchFactor
- float m_fStretchMultiplier
- float m_fRandomStretchMultiplier
- readonly m_penMarker
- readonly m_penMainMusicHolder
- float m_tmLastFusTime
- float m_iScore
- float m_fMaxHealth
- bool m_bBoss
- float m_fSpiritStartTime
- float m_tmSpraySpawned
- float m_fSprayDamage
- readonly m_penSpray
- float m_fMaxDamageAmount
- vec3 m_vLastStain
- readonly m_sptType
- readonly m_penTacticsHolder
- bool m_bTacticActive
- float m_tmTacticsActivation
- vec3 m_vTacticsStartPosition
- float m_fTacticVar1
- float m_fTacticVar2
- float m_fTacticVar3
- float m_fTacticVar4
- float m_fTacticVar5
- bool m_bTacticsStartOnSense
- readonly m_colBurning
- bool m_bResizeAttachments
- bool m_bGiveUpToClosestMarker
- string m_fnmCustomModel
- string m_fnmCustomTexture
- bool m_bUseCustomWeaponProjectile
- readonly m_eCustomWeaponProjectile
- readonly m_iCustomScore

- `string m_fnmCustomMessage`
- `bool m_bShootHitscansInsteadOfProjectiles`
- `float m_fCustomHitscansDamage`
- `readonly m_penStartEnemy`
- `readonly m_eetEnvironmentType`
- `float m_fHealthScalar`
- `readonly m_penPrediction`

Members inherited from `CMovableModelEntity`

- `readonly en_iCollisionBox`
- `readonly en_iWantedCollisionBox`

Members inherited from `CMovableEntity`

- `vec3 en_vDesiredTranslationRelative`
- `vec3 en_aDesiredRotationRelative`
- `vec3 en_vCurrentTranslationAbsolute`
- `vec3 en_aCurrentRotationAbsolute`
- `readonly en_penReference`
- `vec3 en_vReferencePlane`
- `readonly en_iReferenceSurface`
- `readonly en_penLastValidReference`
- `float en_tmLastBreathed`
- `float en_tmMaxHoldBreath`
- `float en_fDensity`
- `float en_tmLastSwimDamage`
- `float en_tmMaxColdness`
- `float en_tmLastWarmth`
- `bool en_bImmuneToCold`
- `readonly en_iUpContent`
- `readonly en_iDnContent`
- `float en_fImmersionFactor`
- `vec3 en_vGravityDir`
- `float en_fGravityA`
- `float en_fGravityV`
- `vec3 en_vForceDir`
- `float en_fForceA`

- float en_fForceV
- float en_tmJumped
- float en_tmMaxJumpControl
- float en_fJumpControlMultiplier
- float en_fAcceleration
- float en_fDeceleration
- float en_fStepUpHeight
- float en_fStepDnHeight
- float en_fBounceDampParallel
- float en_fBounceDampNormal
- float en_fCollisionSpeedLimit
- float en_fCollisionDamageFactor
- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CGradientMarker

Inherits: CMarker

Remarks

n/a

Members

- float m_fHeight
- bool m_bDarkLight
- readonly m_colColor0
- readonly m_colColor1

Members inherited from CMarker

- string m_strName
- string m_strDescription
- readonly m_penTarget

CGravityMarker

Inherits: CMarker

Remarks

n/a

Members

- readonly m_gtType
- float m_fStrength
- float m_rFallOff
- float m_rHotSpot
- float m_rTorusR
- float m_fAcc
- float m_fSign
- float m_fStep
- vec3 m_aForceDir
- float m_fForceA
- float m_fForceV
- vec3 m_vForceDir

Members inherited from CMarker

- string m_strName
- string m_strDescription
- readonly m_penTarget

CGrunt

Inherits: CEnemyBase

Remarks

n/a

Members

- readonly m_gtType
- readonly m_soFire1
- readonly m_soFire2
- bool m_iCustomFireWait
- readonly m_iCustomFireCounter
- readonly m_iCustomAngle
- readonly m_iCustomNumber
- readonly m_iCustomAttackNumber
- readonly i_CustomAttackNumberLoop

Members inherited from CEnemyBase

- readonly m_penWatcher
- vec3 m_vStartPosition
- readonly m_penEnemy
- readonly m_ttTarget
- string m_strDescription
- string m_strName
- readonly m_soSound
- vec3 m_vStartDirection
- bool m_bOnStartPosition
- float m_fFallHeight
- float m_fStepHeight
- float m_fSenseRange
- float m_fViewAngle
- float m_fWalkSpeed
- readonly m_aWalkRotateSpeed
- float m_fAttackRunSpeed
- readonly m_aAttackRotateSpeed
- float m_fCloseRunSpeed
- readonly m_aCloseRotateSpeed
- float m_fAttackDistance

- float m_fCloseDistance
- float m_fAttackFireTime
- float m_fCloseFireTime
- float m_fStopDistance
- float m_fIgnoreRange
- float m_fLockOnEnemyTime
- float m_fBlowUpAmount
- readonly m_fBodyParts
- float m_fDamageWounded
- vec3 m_vDamage
- float m_tmLastDamage
- bool m_bRobotBlowup
- float m_fBlowUpSize
- float m_fMoveTime
- vec3 m_vDesiredPosition
- readonly m_dtDestination
- readonly m_penPathMarker
- vec3 m_vPlayerSpotted
- float m_fMoveFrequency
- float m_fMoveSpeed
- readonly m_aRotateSpeed
- float m_fLockStartTime
- float m_fRangeLast
- bool m_bFadeOut
- float m_fFadeStartTime
- float m_fFadeTime
- float m_fShootTime
- float m_fDamageConfused
- readonly m_iChargeHitAnimation
- float m_fChargeHitDamage
- float m_fChargeHitAngle
- float m_fChargeHitSpeed
- readonly m_penSpawnerTarget
- readonly m_penDeathTarget
- readonly m_eetDeathType
- bool m_bTemplate

- float m_fAttackRadius
- readonly m_colColor
- bool m_bDeaf
- bool m_bBlind
- float m_tmGiveUp
- float m_tmReflexMin
- float m_tmReflexMax
- float m_fActivityRange
- bool m_bApplyRandomStretch
- float m_fRandomStretchFactor
- float m_fStretchMultiplier
- float m_fRandomStretchMultiplier
- readonly m_penMarker
- readonly m_penMainMusicHolder
- float m_tmLastFusTime
- float m_iScore
- float m_fMaxHealth
- bool m_bBoss
- float m_fSpiritStartTime
- float m_tmSpraySpawned
- float m_fSprayDamage
- readonly m_penSpray
- float m_fMaxDamageAmount
- vec3 m_vLastStain
- readonly m_sptType
- readonly m_penTacticsHolder
- bool m_bTacticActive
- float m_tmTacticsActivation
- vec3 m_vTacticsStartPosition
- float m_fTacticVar1
- float m_fTacticVar2
- float m_fTacticVar3
- float m_fTacticVar4
- float m_fTacticVar5
- bool m_bTacticsStartOnSense
- readonly m_colBurning

- `bool m_bResizeAttachments`
- `bool m_bGiveUpToClosestMarker`
- `string m_fnmCustomModel`
- `string m_fnmCustomTexture`
- `bool m_bUseCustomWeaponProjectile`
- `readonly m_eCustomWeaponProjectile`
- `readonly m_iCustomScore`
- `string m_fnmCustomMessage`
- `bool m_bShootHitscansInsteadOfProjectiles`
- `float m_fCustomHitscansDamage`
- `readonly m_penStartEnemy`
- `readonly m_eetEnvironmentType`
- `float m_fHealthScalar`
- `readonly m_penPrediction`

Members inherited from `CMovableModelEntity`

- `readonly en_iCollisionBox`
- `readonly en_iWantedCollisionBox`

Members inherited from `CMovableEntity`

- `vec3 en_vDesiredTranslationRelative`
- `vec3 en_aDesiredRotationRelative`
- `vec3 en_vCurrentTranslationAbsolute`
- `vec3 en_aCurrentRotationAbsolute`
- `readonly en_penReference`
- `vec3 en_vReferencePlane`
- `readonly en_iReferenceSurface`
- `readonly en_penLastValidReference`
- `float en_tmLastBreathed`
- `float en_tmMaxHoldBreath`
- `float en_fDensity`
- `float en_tmLastSwimDamage`
- `float en_tmMaxColdness`
- `float en_tmLastWarmth`
- `bool en_bImmuneToCold`
- `readonly en_iUpContent`

- readonly en_iDnContent
- float en_fImmersionFactor
- vec3 en_vGravityDir
- float en_fGravityA
- float en_fGravityV
- vec3 en_vForceDir
- float en_fForceA
- float en_fForceV
- float en_tmJumped
- float en_tmMaxJumpControl
- float en_fJumpControlMultiplier
- float en_fAcceleration
- float en_fDeceleration
- float en_fStepUpHeight
- float en_fStepDnHeight
- float en_fBounceDampParallel
- float en_fBounceDampNormal
- float en_fCollisionSpeedLimit
- float en_fCollisionDamageFactor
- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CGuffy

Inherits: CEnemyBase

Remarks

n/a

Members

- readonly `m_iLoopCounter`
- float `m_fSize`
- bool `m_bWalkSoundPlaying`
- float `m_fThreatDistance`
- bool `m_bEnemyToTheLeft`
- readonly `m_soFire1`
- readonly `m_soFire2`

Members inherited from `CEnemyBase`

- readonly `m_penWatcher`
- `vec3` `m_vStartPosition`
- readonly `m_penEnemy`
- readonly `m_ttTarget`
- string `m_strDescription`
- string `m_strName`
- readonly `m_soSound`
- `vec3` `m_vStartDirection`
- bool `m_bOnStartPosition`
- float `m_fFallHeight`
- float `m_fStepHeight`
- float `m_fSenseRange`
- float `m_fViewAngle`
- float `m_fWalkSpeed`
- readonly `m_aWalkRotateSpeed`
- float `m_fAttackRunSpeed`
- readonly `m_aAttackRotateSpeed`
- float `m_fCloseRunSpeed`
- readonly `m_aCloseRotateSpeed`
- float `m_fAttackDistance`
- float `m_fCloseDistance`
- float `m_fAttackFireTime`
- float `m_fCloseFireTime`
- float `m_fStopDistance`
- float `m_fIgnoreRange`

- float m_fLockOnEnemyTime
- float m_fBlowUpAmount
- readonly m_fBodyParts
- float m_fDamageWounded
- vec3 m_vDamage
- float m_tmLastDamage
- bool m_bRobotBlowup
- float m_fBlowUpSize
- float m_fMoveTime
- vec3 m_vDesiredPosition
- readonly m_dtDestination
- readonly m_penPathMarker
- vec3 m_vPlayerSpotted
- float m_fMoveFrequency
- float m_fMoveSpeed
- readonly m_aRotateSpeed
- float m_fLockStartTime
- float m_fRangeLast
- bool m_bFadeOut
- float m_fFadeStartTime
- float m_fFadeTime
- float m_fShootTime
- float m_fDamageConfused
- readonly m_iChargeHitAnimation
- float m_fChargeHitDamage
- float m_fChargeHitAngle
- float m_fChargeHitSpeed
- readonly m_penSpawnerTarget
- readonly m_penDeathTarget
- readonly m_eetDeathType
- bool m_bTemplate
- float m_fAttackRadius
- readonly m_colColor
- bool m_bDeaf
- bool m_bBlind
- float m_tmGiveUp

- float m_tmReflexMin
- float m_tmReflexMax
- float m_fActivityRange
- bool m_bApplyRandomStretch
- float m_fRandomStretchFactor
- float m_fStretchMultiplier
- float m_fRandomStretchMultiplier
- readonly m_penMarker
- readonly m_penMainMusicHolder
- float m_tmLastFusTime
- float m_iScore
- float m_fMaxHealth
- bool m_bBoss
- float m_fSpiritStartTime
- float m_tmSpraySpawned
- float m_fSprayDamage
- readonly m_penSpray
- float m_fMaxDamageAmount
- vec3 m_vLastStain
- readonly m_sptType
- readonly m_penTacticsHolder
- bool m_bTacticActive
- float m_tmTacticsActivation
- vec3 m_vTacticsStartPosition
- float m_fTacticVar1
- float m_fTacticVar2
- float m_fTacticVar3
- float m_fTacticVar4
- float m_fTacticVar5
- bool m_bTacticsStartOnSense
- readonly m_colBurning
- bool m_bResizeAttachments
- bool m_bGiveUpToClosestMarker
- string m_fnmCustomModel
- string m_fnmCustomTexture
- bool m_bUseCustomWeaponProjectile

- readonly m_eCustomWeaponProjectile
- readonly m_iCustomScore
- string m_fnmCustomMessage
- bool m_bShootHitscansInsteadOfProjectiles
- float m_fCustomHitscansDamage
- readonly m_penStartEnemy
- readonly m_eetEnvironmentType
- float m_fHealthScalar
- readonly m_penPrediction

Members inherited from CMovableModelEntity

- readonly en_iCollisionBox
- readonly en_iWantedCollisionBox

Members inherited from CMovableEntity

- vec3 en_vDesiredTranslationRelative
- vec3 en_aDesiredRotationRelative
- vec3 en_vCurrentTranslationAbsolute
- vec3 en_aCurrentRotationAbsolute
- readonly en_penReference
- vec3 en_vReferencePlane
- readonly en_iReferenceSurface
- readonly en_penLastValidReference
- float en_tmLastBreathed
- float en_tmMaxHoldBreath
- float en_fDensity
- float en_tmLastSwimDamage
- float en_tmMaxColdness
- float en_tmLastWarmth
- bool en_bImmuneToCold
- readonly en_iUpContent
- readonly en_iDnContent
- float en_fImmersionFactor
- vec3 en_vGravityDir
- float en_fGravityA
- float en_fGravityV

- `vec3 en_vForceDir`
- `float en_fForceA`
- `float en_fForceV`
- `float en_tmJumped`
- `float en_tmMaxJumpControl`
- `float en_fJumpControlMultiplier`
- `float en_fAcceleration`
- `float en_fDeceleration`
- `float en_fStepUpHeight`
- `float en_fStepDnHeight`
- `float en_fBounceDampParallel`
- `float en_fBounceDampNormal`
- `float en_fCollisionSpeedLimit`
- `float en_fCollisionDamageFactor`
- `readonly en_boxMovingEstimate`
- `readonly en_boxNearCached`
- `vec3 en_vIntendedTranslation`
- `readonly en_mIntendedRotation`
- `readonly en_iLastForceType`
- `float en_tmLastFrozen`
- `float en_tmFrozenSeconds`
- `float en_tmFrozenMinimum`

CHazeMarker

Inherits: CMarker

Remarks

n/a

Members

- `readonly m_faType`
- `float m_fDensity`
- `float m_fNear`
- `float m_fFar`
- `bool m_bVisibleFromOutside`

- readonly `m_iSize`
- readonly `m_colBase`
- readonly `m_colUp`
- readonly `m_colDown`
- readonly `m_colNorth`
- readonly `m_colSouth`
- readonly `m_colEast`
- readonly `m_colWest`

Members inherited from CMarker

- string `m_strName`
- string `m_strDescription`
- readonly `m_penTarget`

CHeadman

Inherits: CEnemyBase

Remarks

n/a

Members

- readonly `m_hdtType`
- bool `m_bExploded`
- bool `m_bAttackSound`
- readonly `m_iLoopRand`
- readonly `m_iLoopCounter`
- readonly `m_iLoopAngle`
- readonly `m_ptLoopProjectile`
- bool `m_iCustomFireWait`
- readonly `m_iCustomAngle`
- readonly `m_iCustomNumber`
- readonly `m_iCustomFireCounter`

Members inherited from CEnemyBase

- readonly `m_penWatcher`
- `vec3 m_vStartPosition`
- readonly `m_penEnemy`
- readonly `m_ttTarget`
- `string m_strDescription`
- `string m_strName`
- readonly `m_soSound`
- `vec3 m_vStartDirection`
- `bool m_bOnStartPosition`
- `float m_fFallHeight`
- `float m_fStepHeight`
- `float m_fSenseRange`
- `float m_fViewAngle`
- `float m_fWalkSpeed`
- readonly `m_aWalkRotateSpeed`
- `float m_fAttackRunSpeed`
- readonly `m_aAttackRotateSpeed`
- `float m_fCloseRunSpeed`
- readonly `m_aCloseRotateSpeed`
- `float m_fAttackDistance`
- `float m_fCloseDistance`
- `float m_fAttackFireTime`
- `float m_fCloseFireTime`
- `float m_fStopDistance`
- `float m_fIgnoreRange`
- `float m_fLockOnEnemyTime`
- `float m_fBlowUpAmount`
- readonly `m_fBodyParts`
- `float m_fDamageWounded`
- `vec3 m_vDamage`
- `float m_tmLastDamage`
- `bool m_bRobotBlowup`
- `float m_fBlowUpSize`
- `float m_fMoveTime`
- `vec3 m_vDesiredPosition`

- readonly m_dtDestination
- readonly m_penPathMarker
- vec3 m_vPlayerSpotted
- float m_fMoveFrequency
- float m_fMoveSpeed
- readonly m_aRotateSpeed
- float m_fLockStartTime
- float m_fRangeLast
- bool m_bFadeOut
- float m_fFadeStartTime
- float m_fFadeTime
- float m_fShootTime
- float m_fDamageConfused
- readonly m_iChargeHitAnimation
- float m_fChargeHitDamage
- float m_fChargeHitAngle
- float m_fChargeHitSpeed
- readonly m_penSpawnerTarget
- readonly m_penDeathTarget
- readonly m_eetDeathType
- bool m_bTemplate
- float m_fAttackRadius
- readonly m_colColor
- bool m_bDeaf
- bool m_bBlind
- float m_tmGiveUp
- float m_tmReflexMin
- float m_tmReflexMax
- float m_fActivityRange
- bool m_bApplyRandomStretch
- float m_fRandomStretchFactor
- float m_fStretchMultiplier
- float m_fRandomStretchMultiplier
- readonly m_penMarker
- readonly m_penMainMusicHolder
- float m_tmLastFusTime

- float m_iScore
- float m_fMaxHealth
- bool m_bBoss
- float m_fSpiritStartTime
- float m_tmSpraySpawned
- float m_fSprayDamage
- readonly m_penSpray
- float m_fMaxDamageAmount
- vec3 m_vLastStain
- readonly m_sptType
- readonly m_penTacticsHolder
- bool m_bTacticActive
- float m_tmTacticsActivation
- vec3 m_vTacticsStartPosition
- float m_fTacticVar1
- float m_fTacticVar2
- float m_fTacticVar3
- float m_fTacticVar4
- float m_fTacticVar5
- bool m_bTacticsStartOnSense
- readonly m_colBurning
- bool m_bResizeAttachments
- bool m_bGiveUpToClosestMarker
- string m_fnmCustomModel
- string m_fnmCustomTexture
- bool m_bUseCustomWeaponProjectile
- readonly m_eCustomWeaponProjectile
- readonly m_iCustomScore
- string m_fnmCustomMessage
- bool m_bShootHitscansInsteadOfProjectiles
- float m_fCustomHitscansDamage
- readonly m_penStartEnemy
- readonly m_eetEnvironmentType
- float m_fHealthScalar
- readonly m_penPrediction

Members inherited from CMovableModelEntity

- readonly en_iCollisionBox
- readonly en_iWantedCollisionBox

Members inherited from CMovableEntity

- vec3 en_vDesiredTranslationRelative
- vec3 en_aDesiredRotationRelative
- vec3 en_vCurrentTranslationAbsolute
- vec3 en_aCurrentRotationAbsolute
- readonly en_penReference
- vec3 en_vReferencePlane
- readonly en_iReferenceSurface
- readonly en_penLastValidReference
- float en_tmLastBreathed
- float en_tmMaxHoldBreath
- float en_fDensity
- float en_tmLastSwimDamage
- float en_tmMaxColdness
- float en_tmLastWarmth
- bool en_bImmuneToCold
- readonly en_iUpContent
- readonly en_iDnContent
- float en_fImmersionFactor
- vec3 en_vGravityDir
- float en_fGravityA
- float en_fGravityV
- vec3 en_vForceDir
- float en_fForceA
- float en_fForceV
- float en_tmJumped
- float en_tmMaxJumpControl
- float en_fJumpControlMultiplier
- float en_fAcceleration
- float en_fDeceleration
- float en_fStepUpHeight

- float en_fStepDnHeight
- float en_fBounceDampParallel
- float en_fBounceDampNormal
- float en_fCollisionSpeedLimit
- float en_fCollisionDamageFactor
- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CHealthItem

Inherits: CItem

Remarks

n/a

Members

- readonly m_EhitType
- bool m_bOverTopHealth
- readonly m_iSoundComponent

Members inherited from CItem

- string m_strName
- string m_strDescription
- float m_fValue
- float m_fRespawnTime
- float m_fCustomRespawnTime
- bool m_bRespawn
- readonly m_penTarget
- bool m_bPickupOnce
- readonly m_soPick

- float m_fPickSoundLen
- bool m_bDropped
- readonly m_ulPickedMask
- bool m_bFloating
- string m_fnmCustomModel
- string m_fnmCustomTexture
- float m_fCustomScale
- string m_fnmCustomPickupSound
- bool m_bOnlyCoop
- readonly m_penPrediction

Members inherited from CMovableModelEntity

- readonly en_iCollisionBox
- readonly en_iWantedCollisionBox

Members inherited from CMovableEntity

- vec3 en_vDesiredTranslationRelative
- vec3 en_aDesiredRotationRelative
- vec3 en_vCurrentTranslationAbsolute
- vec3 en_aCurrentRotationAbsolute
- readonly en_penReference
- vec3 en_vReferencePlane
- readonly en_iReferenceSurface
- readonly en_penLastValidReference
- float en_tmLastBreathed
- float en_tmMaxHoldBreath
- float en_fDensity
- float en_tmLastSwimDamage
- float en_tmMaxColdness
- float en_tmLastWarmth
- bool en_bImmuneToCold
- readonly en_iUpContent
- readonly en_iDnContent
- float en_fImmersionFactor
- vec3 en_vGravityDir
- float en_fGravityA

- float en_fGravityV
- vec3 en_vForceDir
- float en_fForceA
- float en_fForceV
- float en_tmJumped
- float en_tmMaxJumpControl
- float en_fJumpControlMultiplier
- float en_fAcceleration
- float en_fDeceleration
- float en_fStepUpHeight
- float en_fStepDnHeight
- float en_fBounceDampParallel
- float en_fBounceDampNormal
- float en_fCollisionSpeedLimit
- float en_fCollisionDamageFactor
- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CHudPicHolder

Remarks

n/a

Members

- string m_strName
- string m_strDescription
- string m_fnmPicture
- float m_tmFadeInStart
- float m_tmFadeOutStart
- float m_tmFadeInLen

- float m_tmFadeOutLen
- float m_tmAutoFadeOut
- float m_fYRatio
- float m_fXRatio
- float m_fPictureStretch

CItem

Inherits: CMovableModelEntity

Remarks

n/a

Members

- string m_strName
- string m_strDescription
- float m_fValue
- float m_fRespawnTime
- float m_fCustomRespawnTime
- bool m_bRespawn
- readonly m_penTarget
- bool m_bPickupOnce
- readonly m_soPick
- float m_fPickSoundLen
- bool m_bDropped
- readonly m_ulPickedMask
- bool m_bFloating
- string m_fnmCustomModel
- string m_fnmCustomTexture
- float m_fCustomScale
- string m_fnmCustomPickupSound
- bool m_bOnlyCoop
- readonly m_penPrediction

Members inherited from CMovableModelEntity

- readonly en_iCollisionBox
- readonly en_iWantedCollisionBox

Members inherited from CMovableEntity

- vec3 en_vDesiredTranslationRelative
- vec3 en_aDesiredRotationRelative
- vec3 en_vCurrentTranslationAbsolute
- vec3 en_aCurrentRotationAbsolute
- readonly en_penReference
- vec3 en_vReferencePlane
- readonly en_iReferenceSurface
- readonly en_penLastValidReference
- float en_tmLastBreathed
- float en_tmMaxHoldBreath
- float en_fDensity
- float en_tmLastSwimDamage
- float en_tmMaxColdness
- float en_tmLastWarmth
- bool en_bImmuneToCold
- readonly en_iUpContent
- readonly en_iDnContent
- float en_fImmersionFactor
- vec3 en_vGravityDir
- float en_fGravityA
- float en_fGravityV
- vec3 en_vForceDir
- float en_fForceA
- float en_fForceV
- float en_tmJumped
- float en_tmMaxJumpControl
- float en_fJumpControlMultiplier
- float en_fAcceleration
- float en_fDeceleration
- float en_fStepUpHeight

- float en_fStepDnHeight
- float en_fBounceDampParallel
- float en_fBounceDampNormal
- float en_fCollisionSpeedLimit
- float en_fCollisionDamageFactor
- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CKeyItem

Inherits: CItem

Remarks

n/a

Members

- readonly m_kitType
- readonly m_iSoundComponent
- float m_fSize
- string m_strCustomText

Members inherited from CItem

- string m_strName
- string m_strDescription
- float m_fValue
- float m_fRespawnTime
- float m_fCustomRespawnTime
- bool m_bRespawn
- readonly m_penTarget
- bool m_bPickupOnce

- `readonly m_soPick`
- `float m_fPickSoundLen`
- `bool m_bDropped`
- `readonly m_ulPickedMask`
- `bool m_bFloating`
- `string m_fnmCustomModel`
- `string m_fnmCustomTexture`
- `float m_fCustomScale`
- `string m_fnmCustomPickupSound`
- `bool m_bOnlyCoop`
- `readonly m_penPrediction`

Members inherited from `CMovableModelEntity`

- `readonly en_iCollisionBox`
- `readonly en_iWantedCollisionBox`

Members inherited from `CMovableEntity`

- `vec3 en_vDesiredTranslationRelative`
- `vec3 en_aDesiredRotationRelative`
- `vec3 en_vCurrentTranslationAbsolute`
- `vec3 en_aCurrentRotationAbsolute`
- `readonly en_penReference`
- `vec3 en_vReferencePlane`
- `readonly en_iReferenceSurface`
- `readonly en_penLastValidReference`
- `float en_tmLastBreathed`
- `float en_tmMaxHoldBreath`
- `float en_fDensity`
- `float en_tmLastSwimDamage`
- `float en_tmMaxColdness`
- `float en_tmLastWarmth`
- `bool en_bImmuneToCold`
- `readonly en_iUpContent`
- `readonly en_iDnContent`
- `float en_fImmersionFactor`
- `vec3 en_vGravityDir`

- float en_fGravityA
- float en_fGravityV
- vec3 en_vForceDir
- float en_fForceA
- float en_fForceV
- float en_tmJumped
- float en_tmMaxJumpControl
- float en_fJumpControlMultiplier
- float en_fAcceleration
- float en_fDeceleration
- float en_fStepUpHeight
- float en_fStepDnHeight
- float en_fBounceDampParallel
- float en_fBounceDampNormal
- float en_fCollisionSpeedLimit
- float en_fCollisionDamageFactor
- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CLarvaOffspring

Inherits: CMovableModelEntity

Remarks

n/a

Members

- readonly m_penLauncher
- readonly m_penTarget
- float m_fIgnoreTime

- float m_fFlyTime
- float m_fStartTime
- float m_fDamageAmount
- float m_fRangeDamageAmount
- float m_fDamageHotSpotRange
- float m_fDamageFallOffRange
- float m_fSoundRange
- bool m_bExplode
- float m_aRotateSpeed
- float m_tmExpandBox
- readonly m_soEffect
- bool bLockedOn
- readonly m_penPrediction

Members inherited from CMovableModelEntity

- readonly en_iCollisionBox
- readonly en_iWantedCollisionBox

Members inherited from CMovableEntity

- vec3 en_vDesiredTranslationRelative
- vec3 en_aDesiredRotationRelative
- vec3 en_vCurrentTranslationAbsolute
- vec3 en_aCurrentRotationAbsolute
- readonly en_penReference
- vec3 en_vReferencePlane
- readonly en_iReferenceSurface
- readonly en_penLastValidReference
- float en_tmLastBreathed
- float en_tmMaxHoldBreath
- float en_fDensity
- float en_tmLastSwimDamage
- float en_tmMaxColdness
- float en_tmLastWarmth
- bool en_bImmuneToCold
- readonly en_iUpContent
- readonly en_iDnContent

- float en_fImmersionFactor
- vec3 en_vGravityDir
- float en_fGravityA
- float en_fGravityV
- vec3 en_vForceDir
- float en_fForceA
- float en_fForceV
- float en_tmJumped
- float en_tmMaxJumpControl
- float en_fJumpControlMultiplier
- float en_fAcceleration
- float en_fDeceleration
- float en_fStepUpHeight
- float en_fStepDnHeight
- float en_fBounceDampParallel
- float en_fBounceDampNormal
- float en_fCollisionSpeedLimit
- float en_fCollisionDamageFactor
- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CLight

Remarks

n/a

Members

- readonly m_colColor
- readonly m_colAmbient
- float m_rFallOffRange

- float m_rHotSpotRange
- readonly m_itIllumination
- readonly m_ltType
- string m_strDescription
- string m_strName
- bool m_bDarkLight
- float m_fNearClip
- float m_fFarClip
- bool m_bSubtractSectorAmbient
- bool m_bRenderAsSmallLight
- readonly m_lftLensFlare
- bool m_bBackground
- bool m_bLensFlareOnly
- string m_fnmLightAnimation
- readonly m_iLightAnimation
- float m_tmOffsetPhase
- readonly m_aoLightAnimation
- bool m_bTargetable
- bool m_bDynamic
- bool m_bDiffusion
- string m_fnmAmbientLightAnimation
- readonly m_iAmbientLightAnimation
- readonly m_aoAmbientLightAnimation

CLightning

Inherits: CMovableModelEntity

Remarks

n/a

Members

- readonly m_penTarget
- readonly m_penwsc
- string m_strName
- float m_tmLightningStart

- readonly `m_soThunder`
- bool `m_bBackground`
- readonly `m_penLight`
- readonly `m_iLightAnim`
- readonly `m_iSoundPlaying`
- float `m_fLightningPower`
- float `m_fSoundDelay`

Members inherited from `CMovableModelEntity`

- readonly `en_iCollisionBox`
- readonly `en_iWantedCollisionBox`

Members inherited from `CMovableEntity`

- `vec3 en_vDesiredTranslationRelative`
- `vec3 en_aDesiredRotationRelative`
- `vec3 en_vCurrentTranslationAbsolute`
- `vec3 en_aCurrentRotationAbsolute`
- readonly `en_penReference`
- `vec3 en_vReferencePlane`
- readonly `en_iReferenceSurface`
- readonly `en_penLastValidReference`
- float `en_tmLastBreathed`
- float `en_tmMaxHoldBreath`
- float `en_fDensity`
- float `en_tmLastSwimDamage`
- float `en_tmMaxColdness`
- float `en_tmLastWarmth`
- bool `en_bImmuneToCold`
- readonly `en_iUpContent`
- readonly `en_iDnContent`
- float `en_fImmersionFactor`
- `vec3 en_vGravityDir`
- float `en_fGravityA`
- float `en_fGravityV`
- `vec3 en_vForceDir`
- float `en_fForceA`

- float en_fForceV
- float en_tmJumped
- float en_tmMaxJumpControl
- float en_fJumpControlMultiplier
- float en_fAcceleration
- float en_fDeceleration
- float en_fStepUpHeight
- float en_fStepDnHeight
- float en_fBounceDampParallel
- float en_fBounceDampNormal
- float en_fCollisionSpeedLimit
- float en_fCollisionDamageFactor
- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CMantaman

Inherits: CEnemyDive

Remarks

n/a

Members

- bool m_FixedState

Members inherited from CEnemyDive

- readonly m_EedtType
- bool m_bInLiquid
- float m_fDiveWalkSpeed
- readonly m_aDiveWalkRotateSpeed

- float m_fDiveAttackRunSpeed
- readonly m_aDiveAttackRotateSpeed
- float m_fDiveCloseRunSpeed
- readonly m_aDiveCloseRotateSpeed
- float m_fDiveAttackDistance
- float m_fDiveCloseDistance
- float m_fDiveAttackFireTime
- float m_fDiveCloseFireTime
- float m_fDiveStopDistance
- float m_fDiveIgnoreRange
- float m_fDiveLockOnEnemyTime

Members inherited from CEnemyBase

- readonly m_penWatcher
- vec3 m_vStartPosition
- readonly m_penEnemy
- readonly m_ttTarget
- string m_strDescription
- string m_strName
- readonly m_soSound
- vec3 m_vStartDirection
- bool m_bOnStartPosition
- float m_fFallHeight
- float m_fStepHeight
- float m_fSenseRange
- float m_fViewAngle
- float m_fWalkSpeed
- readonly m_aWalkRotateSpeed
- float m_fAttackRunSpeed
- readonly m_aAttackRotateSpeed
- float m_fCloseRunSpeed
- readonly m_aCloseRotateSpeed
- float m_fAttackDistance
- float m_fCloseDistance
- float m_fAttackFireTime
- float m_fCloseFireTime

- float m_fStopDistance
- float m_fIgnoreRange
- float m_fLockOnEnemyTime
- float m_fBlowUpAmount
- readonly m_fBodyParts
- float m_fDamageWounded
- vec3 m_vDamage
- float m_tmLastDamage
- bool m_bRobotBlowup
- float m_fBlowUpSize
- float m_fMoveTime
- vec3 m_vDesiredPosition
- readonly m_dtDestination
- readonly m_penPathMarker
- vec3 m_vPlayerSpotted
- float m_fMoveFrequency
- float m_fMoveSpeed
- readonly m_aRotateSpeed
- float m_fLockStartTime
- float m_fRangeLast
- bool m_bFadeOut
- float m_fFadeStartTime
- float m_fFadeTime
- float m_fShootTime
- float m_fDamageConfused
- readonly m_iChargeHitAnimation
- float m_fChargeHitDamage
- float m_fChargeHitAngle
- float m_fChargeHitSpeed
- readonly m_penSpawnerTarget
- readonly m_penDeathTarget
- readonly m_eetDeathType
- bool m_bTemplate
- float m_fAttackRadius
- readonly m_colColor
- bool m_bDeaf

- `bool m_bBlind`
- `float m_tmGiveUp`
- `float m_tmReflexMin`
- `float m_tmReflexMax`
- `float m_fActivityRange`
- `bool m_bApplyRandomStretch`
- `float m_fRandomStretchFactor`
- `float m_fStretchMultiplier`
- `float m_fRandomStretchMultiplier`
- `readonly m_penMarker`
- `readonly m_penMainMusicHolder`
- `float m_tmLastFussTime`
- `float m_iScore`
- `float m_fMaxHealth`
- `bool m_bBoss`
- `float m_fSpiritStartTime`
- `float m_tmSpraySpawned`
- `float m_fSprayDamage`
- `readonly m_penSpray`
- `float m_fMaxDamageAmount`
- `vec3 m_vLastStain`
- `readonly m_sptType`
- `readonly m_penTacticsHolder`
- `bool m_bTacticActive`
- `float m_tmTacticsActivation`
- `vec3 m_vTacticsStartPosition`
- `float m_fTacticVar1`
- `float m_fTacticVar2`
- `float m_fTacticVar3`
- `float m_fTacticVar4`
- `float m_fTacticVar5`
- `bool m_bTacticsStartOnSense`
- `readonly m_colBurning`
- `bool m_bResizeAttachments`
- `bool m_bGiveUpToClosestMarker`
- `string m_fnmCustomModel`

- `string m_fnmCustomTexture`
- `bool m_bUseCustomWeaponProjectile`
- `readonly m_eCustomWeaponProjectile`
- `readonly m_iCustomScore`
- `string m_fnmCustomMessage`
- `bool m_bShootHitscansInsteadOfProjectiles`
- `float m_fCustomHitscansDamage`
- `readonly m_penStartEnemy`
- `readonly m_eetEnvironmentType`
- `float m_fHealthScalar`
- `readonly m_penPrediction`

Members inherited from `CMovableModelEntity`

- `readonly en_iCollisionBox`
- `readonly en_iWantedCollisionBox`

Members inherited from `CMovableEntity`

- `vec3 en_vDesiredTranslationRelative`
- `vec3 en_aDesiredRotationRelative`
- `vec3 en_vCurrentTranslationAbsolute`
- `vec3 en_aCurrentRotationAbsolute`
- `readonly en_penReference`
- `vec3 en_vReferencePlane`
- `readonly en_iReferenceSurface`
- `readonly en_penLastValidReference`
- `float en_tmLastBreathed`
- `float en_tmMaxHoldBreath`
- `float en_fDensity`
- `float en_tmLastSwimDamage`
- `float en_tmMaxColdness`
- `float en_tmLastWarmth`
- `bool en_bImmuneToCold`
- `readonly en_iUpContent`
- `readonly en_iDnContent`
- `float en_fImmersionFactor`
- `vec3 en_vGravityDir`

- float en_fGravityA
- float en_fGravityV
- vec3 en_vForceDir
- float en_fForceA
- float en_fForceV
- float en_tmJumped
- float en_tmMaxJumpControl
- float en_fJumpControlMultiplier
- float en_fAcceleration
- float en_fDeceleration
- float en_fStepUpHeight
- float en_fStepDnHeight
- float en_fBounceDampParallel
- float en_fBounceDampNormal
- float en_fCollisionSpeedLimit
- float en_fCollisionDamageFactor
- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CMarker

Remarks

n/a

Members

- string m_strName
- string m_strDescription
- readonly m_penTarget

CMessageHolder

Remarks

n/a

Members

- string m_strName
- string m_strDescription
- string m_fnmMessage
- float m_fDistance
- bool m_bActive
- readonly m_penNext

CMessageItem

Inherits: CItem

Remarks

n/a

Members

- string m_strName
- string m_strDescription
- string m_fnmMessage
- readonly m_iSoundComponent

Members inherited from CItem

- string m_strName
- string m_strDescription
- float m_fValue
- float m_fRespawnTime
- float m_fCustomRespawnTime
- bool m_bRespawn
- readonly m_penTarget
- bool m_bPickupOnce
- readonly m_soPick

- float m_fPickSoundLen
- bool m_bDropped
- readonly m_ulPickedMask
- bool m_bFloating
- string m_fnmCustomModel
- string m_fnmCustomTexture
- float m_fCustomScale
- string m_fnmCustomPickupSound
- bool m_bOnlyCoop
- readonly m_penPrediction

Members inherited from CMovableModelEntity

- readonly en_iCollisionBox
- readonly en_iWantedCollisionBox

Members inherited from CMovableEntity

- vec3 en_vDesiredTranslationRelative
- vec3 en_aDesiredRotationRelative
- vec3 en_vCurrentTranslationAbsolute
- vec3 en_aCurrentRotationAbsolute
- readonly en_penReference
- vec3 en_vReferencePlane
- readonly en_iReferenceSurface
- readonly en_penLastValidReference
- float en_tmLastBreathed
- float en_tmMaxHoldBreath
- float en_fDensity
- float en_tmLastSwimDamage
- float en_tmMaxColdness
- float en_tmLastWarmth
- bool en_bImmuneToCold
- readonly en_iUpContent
- readonly en_iDnContent
- float en_fImmersionFactor
- vec3 en_vGravityDir
- float en_fGravityA

- float en_fGravityV
- vec3 en_vForceDir
- float en_fForceA
- float en_fForceV
- float en_tmJumped
- float en_tmMaxJumpControl
- float en_fJumpControlMultiplier
- float en_fAcceleration
- float en_fDeceleration
- float en_fStepUpHeight
- float en_fStepDnHeight
- float en_fBounceDampParallel
- float en_fBounceDampNormal
- float en_fCollisionSpeedLimit
- float en_fCollisionDamageFactor
- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CMeteorShower

Remarks

n/a

Members

- string m_strName
- vec3 m_aAngle
- readonly m_iPerTickLaunchChance
- float m_fMinStretch
- float m_fMaxStretch
- float m_rSafeArea

- float m_rArea
- float m_fSpeed
- float m_fLaunchDistance

CModelDestruction

Remarks

n/a

Members

- string m_strName
- string m_strDescription
- readonly m_penModel0
- readonly m_penModel1
- readonly m_penModel2
- readonly m_penModel3
- readonly m_penModel4
- float m_fHealth
- readonly m_ddtDebris
- readonly m_ctDebris
- float m_fDebrisSize
- readonly m_eibtBodyType
- readonly m_sptType
- float m_fParticleSize
- bool m_bRequireExplosion
- float m_fDebrisLaunchPower
- readonly m_dptParticles
- readonly m_betStain
- float m_fLaunchCone
- float m_fRndRotH
- float m_fRndRotP
- float m_fRndRotB
- float m_fParticleLaunchPower
- readonly m_colParticles
- readonly m_iStartAnim
- bool m_bDebrisImmaterialASAP

- readonly `m_ctDustFall`
- float `m_fMinDustFallHeightRatio`
- float `m_fMaxDustFallHeightRatio`
- float `m_fDustStretch`
- float `m_fDebrisDustRandom`
- float `m_fDebrisDustStretch`
- readonly `m_penShake`

CModelHolder2

Remarks

n/a

Members

- string `m_fnModel`
- string `m_fnTexture`
- string `m_fnReflection`
- string `m_fnSpecular`
- string `m_fnBump`
- float `m_fStretchAll`
- float `m_fStretchX`
- float `m_fStretchY`
- float `m_fStretchZ`
- string `m_strName`
- string `m_strDescription`
- bool `m_bColliding`
- readonly `m_iModelAnimation`
- readonly `m_iTextureAnimation`
- readonly `m_stClusterShadows`
- bool `m_bBackground`
- bool `m_bTargetable`
- readonly `m_cstCustomShading`
- vec3 `m_aShadingDirection`
- readonly `m_colLight`
- readonly `m_colAmbient`
- string `m_fnmLightAnimation`

- `readonly m_iLightAnimation`
- `readonly m_aoLightAnimation`
- `bool m_bAttachments`
- `bool m_bActive`
- `float m_fMipAdd`
- `float m_fMipMul`
- `float m_fMipFadeDist`
- `float m_fMipFadeLen`
- `float m_rMipFadeDistMetric`
- `float m_fMipFadeLenMetric`
- `bool m_bRandomStretch`
- `float m_fStretchRndX`
- `float m_fStretchRndY`
- `float m_fStretchRndZ`
- `float m_fStretchRndAll`
- `vec3 m_fStretchRandom`
- `readonly m_penDestruction`
- `vec3 m_vDamage`
- `float m_tmLastDamage`
- `readonly m_penDestroyTarget`
- `readonly m_penLastDamager`
- `float m_tmSpraySpawned`
- `float m_fSprayDamage`
- `readonly m_penSpray`
- `float m_fMaxDamageAmount`
- `float m_fClassificationStretch`
- `readonly m_colBurning`
- `readonly m_dmtLastDamageType`
- `float m_fChainSawCutDamage`
- `readonly m_iFirstRandomAnimation`
- `float m_fMaxTessellationLevel`
- `string m_fnVertexShader`
- `string m_fnFragmentShader`
- `string m_fnShaderTextureSampler0`
- `string m_fnShaderTextureSampler1`
- `string m_fnShaderTextureSampler2`

- `string m_fnShaderTextureSampler3`
- `string m_fnShaderTextureSampler4`
- `float m_fnShaderParam0`
- `float m_fnShaderParam1`
- `float m_fnShaderParam2`
- `float m_fnShaderParam3`
- `float m_fnShaderParam4`

CMovableEntity

Remarks

n/a

Members

- `vec3 en_vDesiredTranslationRelative`
- `vec3 en_aDesiredRotationRelative`
- `vec3 en_vCurrentTranslationAbsolute`
- `vec3 en_aCurrentRotationAbsolute`
- `readonly en_penReference`
- `vec3 en_vReferencePlane`
- `readonly en_iReferenceSurface`
- `readonly en_penLastValidReference`
- `float en_tmLastBreathed`
- `float en_tmMaxHoldBreath`
- `float en_fDensity`
- `float en_tmLastSwimDamage`
- `float en_tmMaxColdness`
- `float en_tmLastWarmth`
- `bool en_bImmuneToCold`
- `readonly en_iUpContent`
- `readonly en_iDnContent`
- `float en_fImmersionFactor`
- `vec3 en_vGravityDir`
- `float en_fGravityA`
- `float en_fGravityV`
- `vec3 en_vForceDir`

- float en_fForceA
- float en_fForceV
- float en_tmJumped
- float en_tmMaxJumpControl
- float en_fJumpControlMultiplier
- float en_fAcceleration
- float en_fDeceleration
- float en_fStepUpHeight
- float en_fStepDnHeight
- float en_fBounceDampParallel
- float en_fBounceDampNormal
- float en_fCollisionSpeedLimit
- float en_fCollisionDamageFactor
- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CMovableModelEntity

Inherits: CMovableEntity

Remarks

n/a

Members

- readonly en_iCollisionBox
- readonly en_iWantedCollisionBox

Members inherited from CMovableEntity

- `vec3 en_vDesiredTranslationRelative`
- `vec3 en_aDesiredRotationRelative`
- `vec3 en_vCurrentTranslationAbsolute`
- `vec3 en_aCurrentRotationAbsolute`
- `readonly en_penReference`
- `vec3 en_vReferencePlane`
- `readonly en_iReferenceSurface`
- `readonly en_penLastValidReference`
- `float en_tmLastBreathed`
- `float en_tmMaxHoldBreath`
- `float en_fDensity`
- `float en_tmLastSwimDamage`
- `float en_tmMaxColdness`
- `float en_tmLastWarmth`
- `bool en_bImmuneToCold`
- `readonly en_iUpContent`
- `readonly en_iDnContent`
- `float en_fImmersionFactor`
- `vec3 en_vGravityDir`
- `float en_fGravityA`
- `float en_fGravityV`
- `vec3 en_vForceDir`
- `float en_fForceA`
- `float en_fForceV`
- `float en_tmJumped`
- `float en_tmMaxJumpControl`
- `float en_fJumpControlMultiplier`
- `float en_fAcceleration`
- `float en_fDeceleration`
- `float en_fStepUpHeight`
- `float en_fStepDnHeight`
- `float en_fBounceDampParallel`
- `float en_fBounceDampNormal`
- `float en_fCollisionSpeedLimit`
- `float en_fCollisionDamageFactor`

- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CMovingBrush

Inherits: CMovableEntity

Remarks

n/a

Members

- string m_strName
- string m_strDescription
- readonly m_penTarget
- bool m_bAutoStart
- float m_fSpeed
- float m_fWaitTime
- bool m_bMoveOnTouch
- readonly m_ebaAction
- float m_fBlockDamage
- bool m_bPlayersOnly
- bool m_bDynamicShadows
- bool m_bVeryBigBrush
- readonly m_eetTouchEvent
- readonly m_penTouchEvent
- readonly m_tdeSendEventOnDamage
- readonly m_penSwitch
- readonly m_eetMarkerEvent
- readonly m_penMarkerEvent
- float m_tmBankingRotation

- `bool m_bMoving`
- `bool m_bRotating`
- `bool m_bForceStop`
- `bool m_bNoRotation`
- `vec3 m_vDesiredTranslation`
- `vec3 m_aDesiredRotation`
- `bool m_bInverseRotate`
- `bool m_bStopMoving`
- `bool m_bMoveToMarker`
- `bool m_bSkipMarker`
- `bool m_bValidMarker`
- `float m_fXLimitSign`
- `float m_fYLimitSign`
- `float m_fZLimitSign`
- `readonly m_aHLimitSign`
- `readonly m_aPLimitSign`
- `readonly m_aBLimitSign`
- `vec3 m_vStartTranslation`
- `vec3 m_aStartRotation`
- `float m_fCourseLength`
- `readonly m_aHeadLenght`
- `readonly m_aPitchLenght`
- `readonly m_aBankLenght`
- `readonly m_penSoundStart`
- `readonly m_penSoundStop`
- `readonly m_penSoundFollow`
- `readonly m_soStart`
- `readonly m_soStop`
- `readonly m_soFollow`
- `readonly m_penMirror0`
- `readonly m_penMirror1`
- `readonly m_penMirror2`
- `readonly m_penMirror3`
- `readonly m_penMirror4`
- `float m_fHealth`
- `bool m_bBlowupByBull`

- `readonly m_eetBlowupEvent`
- `readonly m_penBlowupEvent`
- `bool m_bZoning`
- `bool m_bMoveOnDamage`
- `float m_fTouchDamage`
- `readonly m_colDebrises`
- `readonly m_ctDebrises`
- `float m_fCandyEffect`
- `float m_fCubeFactor`
- `bool m_bBlowupByDamager`
- `readonly m_cbClassificationBits`
- `readonly m_vbVisibilityBits`

Members inherited from `CMovableEntity`

- `vec3 en_vDesiredTranslationRelative`
- `vec3 en_aDesiredRotationRelative`
- `vec3 en_vCurrentTranslationAbsolute`
- `vec3 en_aCurrentRotationAbsolute`
- `readonly en_penReference`
- `vec3 en_vReferencePlane`
- `readonly en_iReferenceSurface`
- `readonly en_penLastValidReference`
- `float en_tmLastBreathed`
- `float en_tmMaxHoldBreath`
- `float en_fDensity`
- `float en_tmLastSwimDamage`
- `float en_tmMaxColdness`
- `float en_tmLastWarmth`
- `bool en_bImmuneToCold`
- `readonly en_iUpContent`
- `readonly en_iDnContent`
- `float en_fImmersionFactor`
- `vec3 en_vGravityDir`
- `float en_fGravityA`
- `float en_fGravityV`
- `vec3 en_vForceDir`

- float en_fForceA
- float en_fForceV
- float en_tmJumped
- float en_tmMaxJumpControl
- float en_fJumpControlMultiplier
- float en_fAcceleration
- float en_fDeceleration
- float en_fStepUpHeight
- float en_fStepDnHeight
- float en_fBounceDampParallel
- float en_fBounceDampNormal
- float en_fCollisionSpeedLimit
- float en_fCollisionDamageFactor
- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CMovingBrushMarker

Inherits: CMarker

Remarks

n/a

Members

- bool m_bInverseRotate
- float m_fSpeed
- float m_fWaitTime
- bool m_bStopMoving
- readonly m_betMoveOnTouch
- float m_fBlockDamage

- float m_tmBankingRotation
- bool m_bBankingClockwise
- bool m_bNoRotation
- readonly m_eetMarkerEvent
- readonly m_penMarkerEvent
- readonly m_eetTouchEvent
- readonly m_penTouchEvent
- readonly m_penSoundStart
- readonly m_penSoundStop
- readonly m_penSoundFollow

Members inherited from CMarker

- string m_strName
- string m_strDescription
- readonly m_penTarget

CMusicHolder

Remarks

n/a

Members

- string m_strName
- float m_fScoreMedium
- float m_fScoreHeavy
- string m_fnMusic0
- string m_fnMusic1
- string m_fnMusic2
- string m_fnMusic3
- string m_fnMusic4
- float m_fVolume0
- float m_fVolume1
- float m_fVolume2
- float m_fVolume3
- float m_fVolume4
- readonly m_penBoss

- readonly m_penCounter
- readonly m_ctEnemiesInWorld
- readonly m_penRespawnMarker
- readonly m_ctSecretsInWorld
- float m_tmFade
- readonly m_mtCurrentMusic
- float m_fCurrentVolume0a
- float m_fCurrentVolume0b
- float m_fCurrentVolume1a
- float m_fCurrentVolume1b
- float m_fCurrentVolume2a
- float m_fCurrentVolume2b
- float m_fCurrentVolume3a
- float m_fCurrentVolume3b
- float m_fCurrentVolume4a
- float m_fCurrentVolume4b
- readonly m_soMusic0a
- readonly m_soMusic0b
- readonly m_soMusic1a
- readonly m_soMusic1b
- readonly m_soMusic2a
- readonly m_soMusic2b
- readonly m_soMusic3a
- readonly m_soMusic3b
- readonly m_soMusic4a
- readonly m_soMusic4b
- readonly m_iSubChannel0
- readonly m_iSubChannel1
- readonly m_iSubChannel2
- readonly m_iSubChannel3
- readonly m_iSubChannel4

CNavigationMarker

Remarks

n/a

Members

- string m_strName
- float m_fMarkerRange
- readonly m_penTarget0
- readonly m_penTarget1
- readonly m_penTarget2
- readonly m_penTarget3
- readonly m_penTarget4
- readonly m_penTarget5

CParticlesHolder

Inherits: CMovableModelEntity

Remarks

n/a

Members

- readonly m_phtType
- readonly m_ptTexture
- readonly m_ctCount
- float m_fStretchAll
- float m_fStretchX
- float m_fStretchY
- float m_fStretchZ
- string m_strName
- string m_strDescription
- bool m_bBackground
- bool m_bTargetable
- float m_fSize
- float m_fParam1
- float m_fParam2
- float m_fParam3
- bool m_bActive
- float m_fActivateTime
- float m_fDeactivateTime

- float m_fMipFactorDisappear

Members inherited from CMovableModelEntity

- readonly en_iCollisionBox
- readonly en_iWantedCollisionBox

Members inherited from CMovableEntity

- vec3 en_vDesiredTranslationRelative
- vec3 en_aDesiredRotationRelative
- vec3 en_vCurrentTranslationAbsolute
- vec3 en_aCurrentRotationAbsolute
- readonly en_penReference
- vec3 en_vReferencePlane
- readonly en_iReferenceSurface
- readonly en_penLastValidReference
- float en_tmLastBreathed
- float en_tmMaxHoldBreath
- float en_fDensity
- float en_tmLastSwimDamage
- float en_tmMaxColdness
- float en_tmLastWarmth
- bool en_bImmuneToCold
- readonly en_iUpContent
- readonly en_iDnContent
- float en_fImmersionFactor
- vec3 en_vGravityDir
- float en_fGravityA
- float en_fGravityV
- vec3 en_vForceDir
- float en_fForceA
- float en_fForceV
- float en_tmJumped
- float en_tmMaxJumpControl
- float en_fJumpControlMultiplier
- float en_fAcceleration
- float en_fDeceleration

- float en_fStepUpHeight
- float en_fStepDnHeight
- float en_fBounceDampParallel
- float en_fBounceDampNormal
- float en_fCollisionSpeedLimit
- float en_fCollisionDamageFactor
- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CPendulum

Inherits: CMovableEntity

Remarks

n/a

Members

- string m_strName
- bool m_bDynamicShadows
- float m_fMaxAngle
- float m_fSpeed
- float m_fDampFactor
- float m_fPendulumFactor
- float m_fImpulseFactor
- float m_fTriggerImpulse
- bool m_bActive
- float m_fMaxDamage

Members inherited from CMovableEntity

- `vec3 en_vDesiredTranslationRelative`
- `vec3 en_aDesiredRotationRelative`
- `vec3 en_vCurrentTranslationAbsolute`
- `vec3 en_aCurrentRotationAbsolute`
- `readonly en_penReference`
- `vec3 en_vReferencePlane`
- `readonly en_iReferenceSurface`
- `readonly en_penLastValidReference`
- `float en_tmLastBreathed`
- `float en_tmMaxHoldBreath`
- `float en_fDensity`
- `float en_tmLastSwimDamage`
- `float en_tmMaxColdness`
- `float en_tmLastWarmth`
- `bool en_bImmuneToCold`
- `readonly en_iUpContent`
- `readonly en_iDnContent`
- `float en_fImmersionFactor`
- `vec3 en_vGravityDir`
- `float en_fGravityA`
- `float en_fGravityV`
- `vec3 en_vForceDir`
- `float en_fForceA`
- `float en_fForceV`
- `float en_tmJumped`
- `float en_tmMaxJumpControl`
- `float en_fJumpControlMultiplier`
- `float en_fAcceleration`
- `float en_fDeceleration`
- `float en_fStepUpHeight`
- `float en_fStepDnHeight`
- `float en_fBounceDampParallel`
- `float en_fBounceDampNormal`
- `float en_fCollisionSpeedLimit`
- `float en_fCollisionDamageFactor`

- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CPhotoAlbum

Inherits: CMovableModelEntity

Remarks

n/a

Members

- float m_fStretch
- string m_strName
- readonly m_iCurrentPage
- float m_tmPageWait
- readonly m_soPage

Members inherited from CMovableModelEntity

- readonly en_iCollisionBox
- readonly en_iWantedCollisionBox

Members inherited from CMovableEntity

- vec3 en_vDesiredTranslationRelative
- vec3 en_aDesiredRotationRelative
- vec3 en_vCurrentTranslationAbsolute
- vec3 en_aCurrentRotationAbsolute
- readonly en_penReference
- vec3 en_vReferencePlane
- readonly en_iReferenceSurface
- readonly en_penLastValidReference

- float en_tmLastBreathed
- float en_tmMaxHoldBreath
- float en_fDensity
- float en_tmLastSwimDamage
- float en_tmMaxColdness
- float en_tmLastWarmth
- bool en_bImmuneToCold
- readonly en_iUpContent
- readonly en_iDnContent
- float en_fImmersionFactor
- vec3 en_vGravityDir
- float en_fGravityA
- float en_fGravityV
- vec3 en_vForceDir
- float en_fForceA
- float en_fForceV
- float en_tmJumped
- float en_tmMaxJumpControl
- float en_fJumpControlMultiplier
- float en_fAcceleration
- float en_fDeceleration
- float en_fStepUpHeight
- float en_fStepDnHeight
- float en_fBounceDampParallel
- float en_fBounceDampNormal
- float en_fCollisionSpeedLimit
- float en_fCollisionDamageFactor
- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CPlayer

Inherits: CPlayerEntity

Remarks

n/a

Members

- string m_strName
- readonly m_ulLastButtons
- float m_fArmor
- string m_strGroup
- readonly m_ulKeys
- float m_fMaxHealth
- readonly m_ulFlags
- readonly m_penWeapons
- readonly m_penAnimator
- readonly m_penView
- readonly m_pen3rdPersonView
- readonly m_iViewState
- readonly m_iLastViewState
- readonly m_iViewStateVehicle
- readonly m_aoLightAnimation
- float m_fDamageAmount
- float m_tmWoundedTime
- float m_tmScreamTime
- float m_tmShitGitTime
- bool m_bGotHurt
- bool m_bJumped
- readonly m_iGender
- readonly m_pstState
- float m_fFallTime
- float m_fSwimTime
- float m_tmOutOfWater
- float m_tmMoveSound
- bool m_bMoveSoundLeft

- float m_tmNextAmbientOnce
- float m_tmMouthSoundLast
- readonly m_penCamera
- string m_strCenterMessage
- float m_tmCenterMessageEnd
- bool m_bPendingMessage
- float m_tmMessagePlay
- float m_tmAnalyseEnd
- bool m_bComputerInvoked
- float m_tmAnimateInbox
- readonly m_penMainMusicHolder
- float m_tmLastDamage
- float m_fMaxDamageAmount
- vec3 m_vDamage
- float m_tmSpraySpawned
- float m_fSprayDamage
- readonly m_penSpray
- readonly m_soWeapon0
- readonly m_soWeapon1
- readonly m_soWeapon2
- readonly m_soWeapon3
- readonly m_soWeaponAmbient
- readonly m_soPowerUpBeep
- readonly m_soMouth
- readonly m_soFootL
- readonly m_soFootR
- readonly m_soBody
- readonly m_soLocalAmbientLoop
- readonly m_soLocalAmbientOnce
- readonly m_soMessage
- readonly m_soSpeech
- readonly m_soSniperZoom
- readonly m_iMana
- float m_fManaFraction
- float m_tmLatency
- float m_tmLatencyLastAvg

- float m_tmLatencyAvgSum
- readonly m_ctLatencyAvg
- bool m_bEndOfLevel
- bool m_bEndOfGame
- readonly m_iMayRespawn
- float m_tmSpawned
- vec3 m_vDied
- vec3 m_aDied
- float m_tmEstTime
- readonly m_iTimeScore
- readonly m_iStartTime
- readonly m_iEndTime
- float m_tmLevelStarted
- string m_strLevelStats
- readonly m_penActionMarker
- float m_fAutoSpeed
- readonly m_iAutoOrgWeapon
- vec3 m_vAutoSpeed
- float m_tmSpiritStart
- float m_tmFadeStart
- float m_tmLastPicked
- string m_strPickedName
- float m_fPickedAmount
- float m_fPickedMana
- readonly m_iLastHealth
- readonly m_iLastArmor
- readonly m_iLastAmmo
- float m_tmHealthChanged
- float m_tmArmorChanged
- float m_tmAmmoChanged
- float m_tmMinigunAutoFireStart
- vec3 m_vLastStain
- vec3 m_aLastRotation
- vec3 m_aLastViewRotation
- vec3 m_vLastTranslation
- vec3 m_aLocalRotation

- `vec3 m_aLocalViewRotation`
- `vec3 m_vLocalTranslation`
- `float m_tmInvisibility`
- `float m_tmInvulnerability`
- `float m_tmSeriousDamage`
- `float m_tmSeriousSpeed`
- `float m_tmSeriousJump`
- `float m_tmInvisibilityMax`
- `float m_tmInvulnerabilityMax`
- `float m_tmSeriousDamageMax`
- `float m_tmSeriousSpeedMax`
- `float m_tmSeriousJumpMax`
- `float m_tmChainShakeEnd`
- `float m_fChainShakeStrength`
- `float m_fChainShakeFreqMod`
- `float m_fChainsawShakeDX`
- `float m_fChainsawShakeDY`
- `readonly m_iSeriousBombCount`
- `readonly m_iLastSeriousBombCount`
- `float m_tmSeriousBombFired`
- `readonly m_iTeam`
- `readonly m_kaiKills`
- `readonly m_kaiRoundKills`
- `float m_katmLastKill`
- `readonly m_iHasFlag`
- `readonly m_penCarriedFlag`
- `readonly m_soCTFYouHaveTheirFlag`
- `readonly m_soCTFTheyHaveYourFlag`
- `readonly m_soCTFRedTeamScores`
- `readonly m_soCTFBlueTeamScores`
- `readonly m_soCTFRedFlagReturned`
- `readonly m_soCTFBlueFlagReturned`
- `readonly m_soKABackstab`
- `readonly m_soKAHumiliation`
- `readonly m_soKAExcellent`
- `readonly m_soKAMultiKll`

- readonly m_soKAOwned
- bool m_bIsReady
- float m_tmStartFadeIn
- float m_tmDiedAt
- float m_tmGravityStart
- readonly m_iBulletBatchIDLastHit
- readonly m_penInControlZone
- float m_tmFragMade
- readonly m_penFragPlayer
- readonly m_penInVehicle
- bool m_bSelectingTeam
- bool m_bWaitingForNextRound
- readonly m_penPrediction

Members inherited from CPlayerEntity

- float en_tmPing
- readonly en_ulSteamID
- string en_strSteamName
- float en_fDamageDealt

Members inherited from CMovableModelEntity

- readonly en_iCollisionBox
- readonly en_iWantedCollisionBox

Members inherited from CMovableEntity

- vec3 en_vDesiredTranslationRelative
- vec3 en_aDesiredRotationRelative
- vec3 en_vCurrentTranslationAbsolute
- vec3 en_aCurrentRotationAbsolute
- readonly en_penReference
- vec3 en_vReferencePlane
- readonly en_iReferenceSurface
- readonly en_penLastValidReference
- float en_tmLastBreathed
- float en_tmMaxHoldBreath

- float en_fDensity
- float en_tmLastSwimDamage
- float en_tmMaxColdness
- float en_tmLastWarmth
- bool en_bImmuneToCold
- readonly en_iUpContent
- readonly en_iDnContent
- float en_fImmersionFactor
- vec3 en_vGravityDir
- float en_fGravityA
- float en_fGravityV
- vec3 en_vForceDir
- float en_fForceA
- float en_fForceV
- float en_tmJumped
- float en_tmMaxJumpControl
- float en_fJumpControlMultiplier
- float en_fAcceleration
- float en_fDeceleration
- float en_fStepUpHeight
- float en_fStepDnHeight
- float en_fBounceDampParallel
- float en_fBounceDampNormal
- float en_fCollisionSpeedLimit
- float en_fCollisionDamageFactor
- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CPlayerActionMarker

Inherits: CMarker

Remarks

n/a

Members

- readonly `m_paaAction`
- float `m_tmWait`
- readonly `m_penDoorController`
- readonly `m_penTrigger`
- float `m_fSpeed`
- readonly `m_penItem`

Members inherited from CMarker

- string `m_strName`
- string `m_strDescription`
- readonly `m_penTarget`

CPlayerAnimator

Remarks

n/a

Members

- readonly `m_penPlayer`
- bool `m_bReference`
- float `m_fLastActionTime`
- readonly `m_iContent`
- bool `m_bWaitJumpAnim`
- bool `m_bCrouch`
- bool `m_iCrouchDownWait`
- bool `m_iRiseUpWait`
- bool `m_bChangeWeapon`
- bool `m_bSwim`
- readonly `m_iFlare`
- readonly `m_iSecondFlare`
- float `m_tmSecondFlareAdded`

- `bool m_bAttacking`
- `float m_tmAttackingDue`
- `float m_tmFlareAdded`
- `bool m_bDisableAnimating`
- `vec3 m_vLastPlayerPosition`
- `float m_fEyesYLastOffset`
- `float m_fEyesYOffset`
- `float m_fEyesYSpeed`
- `float m_fWeaponYLastOffset`
- `float m_fWeaponYOffset`
- `float m_fWeaponYSpeed`
- `bool m_bMoving`
- `float m_fMoveLastBanking`
- `float m_fMoveBanking`
- `bool m_iMovingSide`
- `bool m_bSidestepBankingLeft`
- `bool m_bSidestepBankingRight`
- `float m_fSidestepLastBanking`
- `float m_fSidestepBanking`
- `readonly m_iWeaponLast`
- `float m_fBodyAnimTime`
- `readonly m_penPrediction`

CPlayerEntity

Inherits: `CMovableModelEntity`

Remarks

n/a

Members

- `float en_tmPing`
- `readonly en_ulSteamID`
- `string en_strSteamName`
- `float en_fDamageDealt`

Members inherited from CMovableModelEntity

- readonly en_iCollisionBox
- readonly en_iWantedCollisionBox

Members inherited from CMovableEntity

- vec3 en_vDesiredTranslationRelative
- vec3 en_aDesiredRotationRelative
- vec3 en_vCurrentTranslationAbsolute
- vec3 en_aCurrentRotationAbsolute
- readonly en_penReference
- vec3 en_vReferencePlane
- readonly en_iReferenceSurface
- readonly en_penLastValidReference
- float en_tmLastBreathed
- float en_tmMaxHoldBreath
- float en_fDensity
- float en_tmLastSwimDamage
- float en_tmMaxColdness
- float en_tmLastWarmth
- bool en_bImmuneToCold
- readonly en_iUpContent
- readonly en_iDnContent
- float en_fImmersionFactor
- vec3 en_vGravityDir
- float en_fGravityA
- float en_fGravityV
- vec3 en_vForceDir
- float en_fForceA
- float en_fForceV
- float en_tmJumped
- float en_tmMaxJumpControl
- float en_fJumpControlMultiplier
- float en_fAcceleration
- float en_fDeceleration
- float en_fStepUpHeight

- float en_fStepDnHeight
- float en_fBounceDampParallel
- float en_fBounceDampNormal
- float en_fCollisionSpeedLimit
- float en_fCollisionDamageFactor
- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CPlayerMarker

Inherits: CMarker

Remarks

n/a

Members

- float m_fHealth
- float m_fShield
- readonly m_iGiveWeapons
- readonly m_iTakeWeapons
- string m_strGroup
- bool m_bQuickStart
- bool m_bStartInComputer
- readonly m_penMessage
- float m_fMaxAmmoRatio
- float m_tmLastSpawned
- readonly m_iTakeAmmo
- bool m_bNoRespawnInPlace
- readonly m_iTeam

Members inherited from CMarker

- string m_strName
- string m_strDescription
- readonly m_penTarget

CPlayerView

Inherits: CMovableEntity

Remarks

n/a

Members

- readonly m_penOwner
- readonly m_iViewType
- float m_fDistance
- vec3 m_vZLast
- vec3 m_vTargetLast
- bool m_bFixed
- readonly m_penPrediction

Members inherited from CMovableEntity

- vec3 en_vDesiredTranslationRelative
- vec3 en_aDesiredRotationRelative
- vec3 en_vCurrentTranslationAbsolute
- vec3 en_aCurrentRotationAbsolute
- readonly en_penReference
- vec3 en_vReferencePlane
- readonly en_iReferenceSurface
- readonly en_penLastValidReference
- float en_tmLastBreathed
- float en_tmMaxHoldBreath
- float en_fDensity
- float en_tmLastSwimDamage
- float en_tmMaxColdness
- float en_tmLastWarmth

- `bool en_bImmuneToCold`
- `readonly en_iUpContent`
- `readonly en_iDnContent`
- `float en_fImmersionFactor`
- `vec3 en_vGravityDir`
- `float en_fGravityA`
- `float en_fGravityV`
- `vec3 en_vForceDir`
- `float en_fForceA`
- `float en_fForceV`
- `float en_tmJumped`
- `float en_tmMaxJumpControl`
- `float en_fJumpControlMultiplier`
- `float en_fAcceleration`
- `float en_fDeceleration`
- `float en_fStepUpHeight`
- `float en_fStepDnHeight`
- `float en_fBounceDampParallel`
- `float en_fBounceDampNormal`
- `float en_fCollisionSpeedLimit`
- `float en_fCollisionDamageFactor`
- `readonly en_boxMovingEstimate`
- `readonly en_boxNearCached`
- `vec3 en_vIntendedTranslation`
- `readonly en_mIntendedRotation`
- `readonly en_iLastForceType`
- `float en_tmLastFrozen`
- `float en_tmFrozenSeconds`
- `float en_tmFrozenMinimum`

CPlayerWeapons

Remarks

n/a

Members

- readonly m_penPlayer
- bool m_bFireWeapon
- bool m_bHasAmmo
- readonly m_iCurrentWeapon
- readonly m_iWantedWeapon
- readonly m_iPreviousWeapon
- readonly m_iAvailableWeapons
- bool m_bChangeWeapon
- bool m_bReloadWeapon
- bool m_bMirrorFire
- readonly m_iAnim
- float m_fAnimWaitTime
- float m_tmRangeSoundSpawned
- bool m_bSniperZoom
- float m_fSniperFOV
- float m_fSniperFOVlast
- string m_strLastTarget
- float m_tmTargetingStarted
- float m_tmLastTarget
- float m_tmSnoopingStarted
- readonly m_penTargeting
- readonly m_moWeapon
- readonly m_moWeaponSecond
- float m_tmWeaponChangeRequired
- readonly m_penRayHit
- float m_fRayHitDistance
- float m_fEnemyHealth
- vec3 m_vRayHit
- vec3 m_vRayHitLast
- vec3 m_vBulletSource
- vec3 m_vBulletTarget
- readonly m_iBullets
- readonly m_iMaxBullets
- readonly m_iShells
- readonly m_iMaxShells

- readonly m_iRockets
- readonly m_iMaxRockets
- readonly m_iGrenades
- readonly m_iMaxGrenades
- readonly m_iNapalm
- readonly m_iMaxNapalm
- readonly m_iElectricity
- readonly m_iMaxElectricity
- readonly m_iIronBalls
- readonly m_iMaxIronBalls
- readonly m_iSniperBullets
- readonly m_iMaxSniperBullets
- readonly m_iPlasmaPacks
- readonly m_iMaxPlasmaPacks
- readonly m_iMinePacks
- readonly m_iMaxMinePacks
- readonly m_iKnifeStand
- readonly m_iColtBullets
- float m_aMiniGun
- float m_aMiniGunLast
- float m_aMiniGunSpeed
- float m_aMiniGunSpinLeft
- vec3 m_iLastBulletPosition
- readonly m_iBulletsOnFireStart
- float m_fSniperMaxFOV
- float m_fSniperMinFOV
- float m_fSnipingZoomSpeed
- bool m_bSniping
- float m_fMinimumZoomFOV
- float m_tmLastSniperFire
- readonly m_penFlame
- readonly m_iLaserBarrel
- readonly m_iPlasmaBarrel
- readonly m_penGhostBusterRay
- readonly m_iFlare
- readonly m_iSecondFlare

- float m_tmFlareAdded
- float m_tmSecondFlareAdded
- float m_fWeaponDrawPowerOld
- float m_fWeaponDrawPower
- float m_tmDrawStartTime
- float m_tmFlamerStart
- float m_tmFlamerStop
- float m_tmLastChainsawSpray
- bool m_bUsedKnifeOnly
- readonly m_iTimesFired
- readonly m_iTimesHit
- readonly m_iBulletBatchID
- bool m_bSecFireWeapon
- bool m_bPrimaryFire
- readonly m_penEnergyMine
- readonly m_ctMaxMines
- float m_fMinigunTickTime
- readonly m_penPrediction

CPlayerWeaponsEffects

Inherits: CMovableEntity

Remarks

n/a

Members

- readonly m_penOwner
- readonly m_EwetEffect
- readonly m_penPrediction

Members inherited from CMovableEntity

- vec3 en_vDesiredTranslationRelative
- vec3 en_aDesiredRotationRelative
- vec3 en_vCurrentTranslationAbsolute
- vec3 en_aCurrentRotationAbsolute

- readonly en_penReference
- vec3 en_vReferencePlane
- readonly en_iReferenceSurface
- readonly en_penLastValidReference
- float en_tmLastBreathed
- float en_tmMaxHoldBreath
- float en_fDensity
- float en_tmLastSwimDamage
- float en_tmMaxColdness
- float en_tmLastWarmth
- bool en_bImmuneToCold
- readonly en_iUpContent
- readonly en_iDnContent
- float en_fImmersionFactor
- vec3 en_vGravityDir
- float en_fGravityA
- float en_fGravityV
- vec3 en_vForceDir
- float en_fForceA
- float en_fForceV
- float en_tmJumped
- float en_tmMaxJumpControl
- float en_fJumpControlMultiplier
- float en_fAcceleration
- float en_fDeceleration
- float en_fStepUpHeight
- float en_fStepDnHeight
- float en_fBounceDampParallel
- float en_fBounceDampNormal
- float en_fCollisionSpeedLimit
- float en_fCollisionDamageFactor
- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType

- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CPowerUpItem

Inherits: CItem

Remarks

n/a

Members

- readonly m_puitType

Members inherited from CItem

- string m_strName
- string m_strDescription
- float m_fValue
- float m_fRespawnTime
- float m_fCustomRespawnTime
- bool m_bRespawn
- readonly m_penTarget
- bool m_bPickupOnce
- readonly m_soPick
- float m_fPickSoundLen
- bool m_bDropped
- readonly m_ulPickedMask
- bool m_bFloating
- string m_fnmCustomModel
- string m_fnmCustomTexture
- float m_fCustomScale
- string m_fnmCustomPickupSound
- bool m_bOnlyCoop
- readonly m_penPrediction

Members inherited from CMovableModelEntity

- readonly en_iCollisionBox
- readonly en_iWantedCollisionBox

Members inherited from CMovableEntity

- vec3 en_vDesiredTranslationRelative
- vec3 en_aDesiredRotationRelative
- vec3 en_vCurrentTranslationAbsolute
- vec3 en_aCurrentRotationAbsolute
- readonly en_penReference
- vec3 en_vReferencePlane
- readonly en_iReferenceSurface
- readonly en_penLastValidReference
- float en_tmLastBreathed
- float en_tmMaxHoldBreath
- float en_fDensity
- float en_tmLastSwimDamage
- float en_tmMaxColdness
- float en_tmLastWarmth
- bool en_bImmuneToCold
- readonly en_iUpContent
- readonly en_iDnContent
- float en_fImmersionFactor
- vec3 en_vGravityDir
- float en_fGravityA
- float en_fGravityV
- vec3 en_vForceDir
- float en_fForceA
- float en_fForceV
- float en_tmJumped
- float en_tmMaxJumpControl
- float en_fJumpControlMultiplier
- float en_fAcceleration
- float en_fDeceleration
- float en_fStepUpHeight

- float en_fStepDnHeight
- float en_fBounceDampParallel
- float en_fBounceDampNormal
- float en_fCollisionSpeedLimit
- float en_fCollisionDamageFactor
- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CProjectile

Inherits: CMovableModelEntity

Remarks

n/a

Members

- readonly m_penLauncher
- readonly m_prtType
- readonly m_pmtMove
- readonly m_penParticles
- readonly m_penTarget
- readonly m_penLastDamaged
- float m_fSpeed
- float m_fIgnoreTime
- float m_fFlyTime
- float m_fStartTime
- float m_fDamageAmount
- float m_fRangeDamageAmount
- float m_fDamageHotSpotRange
- float m_fDamageFallOffRange

- float m_fSoundRange
- bool m_bExplode
- bool m_bLightSource
- bool m_bCanHitHimself
- bool m_bCanBeDestroyed
- float m_fWaitAfterDeath
- float m_aRotateSpeed
- float m_tmExpandBox
- float m_tmInvisibility
- readonly m_iRebounds
- float m_fStretch
- readonly m_soEffect
- readonly m_soExplosion
- float m_fGuidedMaxSpeedFactor
- bool bLockedOn
- bool m_bLeftFlame
- readonly m_iTeam
- readonly m_penPrediction

Members inherited from CMovableModelEntity

- readonly en_iCollisionBox
- readonly en_iWantedCollisionBox

Members inherited from CMovableEntity

- vec3 en_vDesiredTranslationRelative
- vec3 en_aDesiredRotationRelative
- vec3 en_vCurrentTranslationAbsolute
- vec3 en_aCurrentRotationAbsolute
- readonly en_penReference
- vec3 en_vReferencePlane
- readonly en_iReferenceSurface
- readonly en_penLastValidReference
- float en_tmLastBreathed
- float en_tmMaxHoldBreath
- float en_fDensity
- float en_tmLastSwimDamage

- float en_tmMaxColdness
- float en_tmLastWarmth
- bool en_bImmuneToCold
- readonly en_iUpContent
- readonly en_iDnContent
- float en_fImmersionFactor
- vec3 en_vGravityDir
- float en_fGravityA
- float en_fGravityV
- vec3 en_vForceDir
- float en_fForceA
- float en_fForceV
- float en_tmJumped
- float en_tmMaxJumpControl
- float en_fJumpControlMultiplier
- float en_fAcceleration
- float en_fDeceleration
- float en_fStepUpHeight
- float en_fStepDnHeight
- float en_fBounceDampParallel
- float en_fBounceDampNormal
- float en_fCollisionSpeedLimit
- float en_fCollisionDamageFactor
- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CPyramidSpaceShip

Inherits: CMovableModelEntity

Remarks

n/a

Members

- `string m_strName`
- `float m_fMovingSpeed`
- `readonly m_penBeamHit`
- `readonly m_penLightBeam`
- `float m_tmBeamTime`
- `readonly m_penHitPlaceFlare`
- `float m_tmHitFlareTime`
- `float m_iRingCounter`
- `float m_fRatio`
- `string m_strDescription`
- `readonly m_epssState`
- `float m_fStretch`
- `bool m_bStopMoving`
- `readonly m_penTarget`
- `readonly m_penFlyAwayTarget`
- `readonly m_penLast`
- `bool m_bMoving`
- `float m_fRot`
- `float m_fLastRotSpeed`
- `float m_fRotSpeed`
- `bool m_bApplyDamageToHitted`
- `float m_tmTemp`
- `float m_tmAtMarker`
- `float m_tmDelta`
- `vec3 m_vPNp0`
- `vec3 m_vPNp1`
- `vec3 m_vTNp0`
- `vec3 m_vTNp1`
- `readonly m_qPNp0`
- `readonly m_qPNp1`
- `readonly m_qANp0`

- readonly m_qANp1
- float m_fRotSpeedp0
- float m_fRotSpeedp1
- float m_fTRotSpeedp0
- float m_fTRotSpeedp1
- readonly m_soPlates
- readonly m_soBeamMachine
- readonly m_soBeam
- readonly m_soFlaresFX
- bool m_bFiringDeactivatedBeam
- bool m_bImmediateAnimations
- float m_fWaitAfterKillingBeam
- bool m_bInvisible

Members inherited from CMovableModelEntity

- readonly en_iCollisionBox
- readonly en_iWantedCollisionBox

Members inherited from CMovableEntity

- vec3 en_vDesiredTranslationRelative
- vec3 en_aDesiredRotationRelative
- vec3 en_vCurrentTranslationAbsolute
- vec3 en_aCurrentRotationAbsolute
- readonly en_penReference
- vec3 en_vReferencePlane
- readonly en_iReferenceSurface
- readonly en_penLastValidReference
- float en_tmLastBreathed
- float en_tmMaxHoldBreath
- float en_fDensity
- float en_tmLastSwimDamage
- float en_tmMaxColdness
- float en_tmLastWarmth
- bool en_bImmuneToCold
- readonly en_iUpContent
- readonly en_iDnContent

- float en_fImmersionFactor
- vec3 en_vGravityDir
- float en_fGravityA
- float en_fGravityV
- vec3 en_vForceDir
- float en_fForceA
- float en_fForceV
- float en_tmJumped
- float en_tmMaxJumpControl
- float en_fJumpControlMultiplier
- float en_fAcceleration
- float en_fDeceleration
- float en_fStepUpHeight
- float en_fStepDnHeight
- float en_fBounceDampParallel
- float en_fBounceDampNormal
- float en_fCollisionSpeedLimit
- float en_fCollisionDamageFactor
- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CPyramidSpaceShipMarker

Inherits: CMarker

Remarks

n/a

Members

- float m_fDeltaTime
- float m_fBias
- float m_fTension
- float m_fContinuity
- bool m_bStopMoving
- readonly m_penTrigger
- float m_fRotSpeed
- readonly m_penSpaceShip

Members inherited from CMarker

- string m_strName
- string m_strDescription
- readonly m_penTarget

CReminder

Remarks

n/a

Members

- readonly m_penOwner
- float m_fWaitTime
- readonly m_iValue

CRollingStone

Inherits: CMovableModelEntity

Remarks

n/a

Members

- float m_fBounce
- float m_fHealth
- float m_fDamage

- `bool m_bFixedDamage`
- `float m_fStretch`
- `float m_fDeceleration`
- `float m_fStartSpeed`
- `vec3 m_vStartDir`
- `readonly m_penDeathTarget`
- `readonly m_soBounce0`
- `readonly m_soBounce1`
- `readonly m_soBounce2`
- `readonly m_soBounce3`
- `readonly m_soBounce4`
- `readonly m_iNextChannel`
- `readonly m_soRoll`
- `bool m_bRollPlaying`
- `readonly m_qA`
- `readonly m_qALast`
- `float m_fASpeed`
- `vec3 m_vR`

Members inherited from `CMovableModelEntity`

- `readonly en_iCollisionBox`
- `readonly en_iWantedCollisionBox`

Members inherited from `CMovableEntity`

- `vec3 en_vDesiredTranslationRelative`
- `vec3 en_aDesiredRotationRelative`
- `vec3 en_vCurrentTranslationAbsolute`
- `vec3 en_aCurrentRotationAbsolute`
- `readonly en_penReference`
- `vec3 en_vReferencePlane`
- `readonly en_iReferenceSurface`
- `readonly en_penLastValidReference`
- `float en_tmLastBreathed`
- `float en_tmMaxHoldBreath`
- `float en_fDensity`
- `float en_tmLastSwimDamage`

- float en_tmMaxColdness
- float en_tmLastWarmth
- bool en_bImmuneToCold
- readonly en_iUpContent
- readonly en_iDnContent
- float en_fImmersionFactor
- vec3 en_vGravityDir
- float en_fGravityA
- float en_fGravityV
- vec3 en_vForceDir
- float en_fForceA
- float en_fForceV
- float en_tmJumped
- float en_tmMaxJumpControl
- float en_fJumpControlMultiplier
- float en_fAcceleration
- float en_fDeceleration
- float en_fStepUpHeight
- float en_fStepDnHeight
- float en_fBounceDampParallel
- float en_fBounceDampNormal
- float en_fCollisionSpeedLimit
- float en_fCollisionDamageFactor
- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CSanta

Inherits: CEnemyBase

Remarks

n/a

Members

- float m_tmLastSpawnTime
- float m_tmMinSpawnInterval
- float m_fSantaHealth
- readonly m_soRunning
- bool m_bRunSoundPlaying
- readonly m_penTemplate0
- readonly m_penTemplate1
- readonly m_penTemplate2
- readonly m_penTemplate3
- readonly m_penTemplate4
- bool m_bDied
- string m_fnmCustomSantaModel

Members inherited from CEnemyBase

- readonly m_penWatcher
- vec3 m_vStartPosition
- readonly m_penEnemy
- readonly m_ttTarget
- string m_strDescription
- string m_strName
- readonly m_soSound
- vec3 m_vStartDirection
- bool m_bOnStartPosition
- float m_fFallHeight
- float m_fStepHeight
- float m_fSenseRange
- float m_fViewAngle
- float m_fWalkSpeed
- readonly m_aWalkRotateSpeed
- float m_fAttackRunSpeed
- readonly m_aAttackRotateSpeed

- float m_fCloseRunSpeed
- readonly m_aCloseRotateSpeed
- float m_fAttackDistance
- float m_fCloseDistance
- float m_fAttackFireTime
- float m_fCloseFireTime
- float m_fStopDistance
- float m_fIgnoreRange
- float m_fLockOnEnemyTime
- float m_fBlowUpAmount
- readonly m_fBodyParts
- float m_fDamageWounded
- vec3 m_vDamage
- float m_tmLastDamage
- bool m_bRobotBlowup
- float m_fBlowUpSize
- float m_fMoveTime
- vec3 m_vDesiredPosition
- readonly m_dtDestination
- readonly m_penPathMarker
- vec3 m_vPlayerSpotted
- float m_fMoveFrequency
- float m_fMoveSpeed
- readonly m_aRotateSpeed
- float m_fLockStartTime
- float m_fRangeLast
- bool m_bFadeOut
- float m_fFadeStartTime
- float m_fFadeTime
- float m_fShootTime
- float m_fDamageConfused
- readonly m_iChargeHitAnimation
- float m_fChargeHitDamage
- float m_fChargeHitAngle
- float m_fChargeHitSpeed
- readonly m_penSpawnerTarget

- readonly m_penDeathTarget
- readonly m_eetDeathType
- bool m_bTemplate
- float m_fAttackRadius
- readonly m_colColor
- bool m_bDeaf
- bool m_bBlind
- float m_tmGiveUp
- float m_tmReflexMin
- float m_tmReflexMax
- float m_fActivityRange
- bool m_bApplyRandomStretch
- float m_fRandomStretchFactor
- float m_fStretchMultiplier
- float m_fRandomStretchMultiplier
- readonly m_penMarker
- readonly m_penMainMusicHolder
- float m_tmLastFusTime
- float m_iScore
- float m_fMaxHealth
- bool m_bBoss
- float m_fSpiritStartTime
- float m_tmSpraySpawned
- float m_fSprayDamage
- readonly m_penSpray
- float m_fMaxDamageAmount
- vec3 m_vLastStain
- readonly m_sptType
- readonly m_penTacticsHolder
- bool m_bTacticActive
- float m_tmTacticsActivation
- vec3 m_vTacticsStartPosition
- float m_fTacticVar1
- float m_fTacticVar2
- float m_fTacticVar3
- float m_fTacticVar4

- float m_fTacticVar5
- bool m_bTacticsStartOnSense
- readonly m_colBurning
- bool m_bResizeAttachments
- bool m_bGiveUpToClosestMarker
- string m_fnmCustomModel
- string m_fnmCustomTexture
- bool m_bUseCustomWeaponProjectile
- readonly m_eCustomWeaponProjectile
- readonly m_iCustomScore
- string m_fnmCustomMessage
- bool m_bShootHitscansInsteadOfProjectiles
- float m_fCustomHitscansDamage
- readonly m_penStartEnemy
- readonly m_eetEnvironmentType
- float m_fHealthScalar
- readonly m_penPrediction

Members inherited from CMovableModelEntity

- readonly en_iCollisionBox
- readonly en_iWantedCollisionBox

Members inherited from CMovableEntity

- vec3 en_vDesiredTranslationRelative
- vec3 en_aDesiredRotationRelative
- vec3 en_vCurrentTranslationAbsolute
- vec3 en_aCurrentRotationAbsolute
- readonly en_penReference
- vec3 en_vReferencePlane
- readonly en_iReferenceSurface
- readonly en_penLastValidReference
- float en_tmLastBreathed
- float en_tmMaxHoldBreath
- float en_fDensity
- float en_tmLastSwimDamage
- float en_tmMaxColdness

- float en_tmLastWarmth
- bool en_bImmuneToCold
- readonly en_iUpContent
- readonly en_iDnContent
- float en_fImmersionFactor
- vec3 en_vGravityDir
- float en_fGravityA
- float en_fGravityV
- vec3 en_vForceDir
- float en_fForceA
- float en_fForceV
- float en_tmJumped
- float en_tmMaxJumpControl
- float en_fJumpControlMultiplier
- float en_fAcceleration
- float en_fDeceleration
- float en_fStepUpHeight
- float en_fStepDnHeight
- float en_fBounceDampParallel
- float en_fBounceDampNormal
- float en_fCollisionSpeedLimit
- float en_fCollisionDamageFactor
- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CScorpman

Inherits: CEnemyBase

Remarks

n/a

Members

- readonly m_smtType
- readonly m_bFireBulletCount
- readonly m_iSpawnEffect
- float m_fFireTime
- readonly m_aoLightAnimation
- bool m_bSleeping
- float m_fCustomFireRate

Members inherited from CEnemyBase

- readonly m_penWatcher
- vec3 m_vStartPosition
- readonly m_penEnemy
- readonly m_ttTarget
- string m_strDescription
- string m_strName
- readonly m_soSound
- vec3 m_vStartDirection
- bool m_bOnStartPosition
- float m_fFallHeight
- float m_fStepHeight
- float m_fSenseRange
- float m_fViewAngle
- float m_fWalkSpeed
- readonly m_aWalkRotateSpeed
- float m_fAttackRunSpeed
- readonly m_aAttackRotateSpeed
- float m_fCloseRunSpeed
- readonly m_aCloseRotateSpeed
- float m_fAttackDistance
- float m_fCloseDistance
- float m_fAttackFireTime
- float m_fCloseFireTime
- float m_fStopDistance
- float m_fIgnoreRange

- float m_fLockOnEnemyTime
- float m_fBlowUpAmount
- readonly m_fBodyParts
- float m_fDamageWounded
- vec3 m_vDamage
- float m_tmLastDamage
- bool m_bRobotBlowup
- float m_fBlowUpSize
- float m_fMoveTime
- vec3 m_vDesiredPosition
- readonly m_dtDestination
- readonly m_penPathMarker
- vec3 m_vPlayerSpotted
- float m_fMoveFrequency
- float m_fMoveSpeed
- readonly m_aRotateSpeed
- float m_fLockStartTime
- float m_fRangeLast
- bool m_bFadeOut
- float m_fFadeStartTime
- float m_fFadeTime
- float m_fShootTime
- float m_fDamageConfused
- readonly m_iChargeHitAnimation
- float m_fChargeHitDamage
- float m_fChargeHitAngle
- float m_fChargeHitSpeed
- readonly m_penSpawnerTarget
- readonly m_penDeathTarget
- readonly m_eetDeathType
- bool m_bTemplate
- float m_fAttackRadius
- readonly m_colColor
- bool m_bDeaf
- bool m_bBlind
- float m_tmGiveUp

- float m_tmReflexMin
- float m_tmReflexMax
- float m_fActivityRange
- bool m_bApplyRandomStretch
- float m_fRandomStretchFactor
- float m_fStretchMultiplier
- float m_fRandomStretchMultiplier
- readonly m_penMarker
- readonly m_penMainMusicHolder
- float m_tmLastFusTime
- float m_iScore
- float m_fMaxHealth
- bool m_bBoss
- float m_fSpiritStartTime
- float m_tmSpraySpawned
- float m_fSprayDamage
- readonly m_penSpray
- float m_fMaxDamageAmount
- vec3 m_vLastStain
- readonly m_sptType
- readonly m_penTacticsHolder
- bool m_bTacticActive
- float m_tmTacticsActivation
- vec3 m_vTacticsStartPosition
- float m_fTacticVar1
- float m_fTacticVar2
- float m_fTacticVar3
- float m_fTacticVar4
- float m_fTacticVar5
- bool m_bTacticsStartOnSense
- readonly m_colBurning
- bool m_bResizeAttachments
- bool m_bGiveUpToClosestMarker
- string m_fnmCustomModel
- string m_fnmCustomTexture
- bool m_bUseCustomWeaponProjectile

- readonly `m_eCustomWeaponProjectile`
- readonly `m_iCustomScore`
- string `m_fnmCustomMessage`
- bool `m_bShootHitscansInsteadOfProjectiles`
- float `m_fCustomHitscansDamage`
- readonly `m_penStartEnemy`
- readonly `m_eetEnvironmentType`
- float `m_fHealthScalar`
- readonly `m_penPrediction`

Members inherited from `CMovableModelEntity`

- readonly `en_iCollisionBox`
- readonly `en_iWantedCollisionBox`

Members inherited from `CMovableEntity`

- `vec3 en_vDesiredTranslationRelative`
- `vec3 en_aDesiredRotationRelative`
- `vec3 en_vCurrentTranslationAbsolute`
- `vec3 en_aCurrentRotationAbsolute`
- readonly `en_penReference`
- `vec3 en_vReferencePlane`
- readonly `en_iReferenceSurface`
- readonly `en_penLastValidReference`
- float `en_tmLastBreathed`
- float `en_tmMaxHoldBreath`
- float `en_fDensity`
- float `en_tmLastSwimDamage`
- float `en_tmMaxColdness`
- float `en_tmLastWarmth`
- bool `en_bImmuneToCold`
- readonly `en_iUpContent`
- readonly `en_iDnContent`
- float `en_fImmersionFactor`
- `vec3 en_vGravityDir`
- float `en_fGravityA`
- float `en_fGravityV`

- `vec3 en_vForceDir`
- `float en_fForceA`
- `float en_fForceV`
- `float en_tmJumped`
- `float en_tmMaxJumpControl`
- `float en_fJumpControlMultiplier`
- `float en_fAcceleration`
- `float en_fDeceleration`
- `float en_fStepUpHeight`
- `float en_fStepDnHeight`
- `float en_fBounceDampParallel`
- `float en_fBounceDampNormal`
- `float en_fCollisionSpeedLimit`
- `float en_fCollisionDamageFactor`
- `readonly en_boxMovingEstimate`
- `readonly en_boxNearCached`
- `vec3 en_vIntendedTranslation`
- `readonly en_mIntendedRotation`
- `readonly en_iLastForceType`
- `float en_tmLastFrozen`
- `float en_tmFrozenSeconds`
- `float en_tmFrozenMinimum`

CScrollHolder

Remarks

n/a

Members

- `string m_strName`
- `string m_strDescription`
- `string m_fnmMessage`
- `float m_fMyTimer`
- `float m_fMyTimerLast`
- `float m_fSpeed`
- `readonly m_penEndCreditsTrigger`

- `bool m_bDataError`

C SeriousBomb

Remarks

n/a

Members

- `readonly m_penOwner`
- `readonly m_soBlow`

C Shooter

Inherits: CModelHolder2

Remarks

n/a

Members

- `float m_fShootingPeriod`
- `readonly m_sftType`
- `float m_fHealth`
- `float m_fCannonBallSize`
- `float m_fCannonBallPower`
- `readonly m_iModelPreFireAnimation`
- `readonly m_iTexturePreFireAnimation`
- `readonly m_iModelPostFireAnimation`
- `readonly m_iTexturePostFireAnimation`
- `float m_fFlameBurstDuration`
- `float m_fRndBeginWait`
- `readonly m_penSoundLaunch`
- `readonly m_soLaunch`
- `readonly m_penFlame`
- `bool m_bFiring`
- `bool m_bIndestructable`
- `float m_tmFlameStart`

Members inherited from CModelHolder2

- string m_fnModel
- string m_fnTexture
- string m_fnReflection
- string m_fnSpecular
- string m_fnBump
- float m_fStretchAll
- float m_fStretchX
- float m_fStretchY
- float m_fStretchZ
- string m_strName
- string m_strDescription
- bool m_bColliding
- readonly m_iModelAnimation
- readonly m_iTextureAnimation
- readonly m_stClusterShadows
- bool m_bBackground
- bool m_bTargetable
- readonly m_cstCustomShading
- vec3 m_aShadingDirection
- readonly m_colLight
- readonly m_colAmbient
- string m_fnmLightAnimation
- readonly m_iLightAnimation
- readonly m_aoLightAnimation
- bool m_bAttachments
- bool m_bActive
- float m_fMipAdd
- float m_fMipMul
- float m_fMipFadeDist
- float m_fMipFadeLen
- float m_rMipFadeDistMetric
- float m_fMipFadeLenMetric
- bool m_bRandomStretch
- float m_fStretchRndX
- float m_fStretchRndY

- float m_fStretchRndZ
- float m_fStretchRndAll
- vec3 m_fStretchRandom
- readonly m_penDestruction
- vec3 m_vDamage
- float m_tmLastDamage
- readonly m_penDestroyTarget
- readonly m_penLastDamager
- float m_tmSpraySpawned
- float m_fSprayDamage
- readonly m_penSpray
- float m_fMaxDamageAmount
- float m_fClassificationStretch
- readonly m_colBurning
- readonly m_dmtLastDamageType
- float m_fChainSawCutDamage
- readonly m_iFirstRandomAnimation
- float m_fMaxTessellationLevel
- string m_fnVertexShader
- string m_fnFragmentShader
- string m_fnShaderTextureSampler0
- string m_fnShaderTextureSampler1
- string m_fnShaderTextureSampler2
- string m_fnShaderTextureSampler3
- string m_fnShaderTextureSampler4
- float m_fnShaderParam0
- float m_fnShaderParam1
- float m_fnShaderParam2
- float m_fnShaderParam3
- float m_fnShaderParam4

CSoundHolder

Remarks

n/a

Members

- `string m_fnSound`
- `float m_rFallOffRange`
- `float m_rHotSpotRange`
- `float m_fVolume`
- `bool m_bLoop`
- `bool m_bSurround`
- `bool m_bVolumetric`
- `string m_strName`
- `string m_strDescription`
- `bool m_bAutoStart`
- `readonly m_iPlayType`
- `readonly m_soSound`
- `bool m_bDestroyable`
- `float m_fPitch`

CSpawnerProjectile

Inherits: `CMovableModelEntity`

Remarks

n/a

Members

- `readonly m_penOwner`
- `readonly m_penTemplate`
- `float m_fSize`
- `float m_fTimeAdjust`
- `bool m_bExploding`
- `float m_fExplosionDuration`
- `float m_tmExplosionBegin`
- `float m_tmSpawn`

Members inherited from `CMovableModelEntity`

- `readonly en_iCollisionBox`
- `readonly en_iWantedCollisionBox`

Members inherited from CMovableEntity

- `vec3 en_vDesiredTranslationRelative`
- `vec3 en_aDesiredRotationRelative`
- `vec3 en_vCurrentTranslationAbsolute`
- `vec3 en_aCurrentRotationAbsolute`
- `readonly en_penReference`
- `vec3 en_vReferencePlane`
- `readonly en_iReferenceSurface`
- `readonly en_penLastValidReference`
- `float en_tmLastBreathed`
- `float en_tmMaxHoldBreath`
- `float en_fDensity`
- `float en_tmLastSwimDamage`
- `float en_tmMaxColdness`
- `float en_tmLastWarmth`
- `bool en_bImmuneToCold`
- `readonly en_iUpContent`
- `readonly en_iDnContent`
- `float en_fImmersionFactor`
- `vec3 en_vGravityDir`
- `float en_fGravityA`
- `float en_fGravityV`
- `vec3 en_vForceDir`
- `float en_fForceA`
- `float en_fForceV`
- `float en_tmJumped`
- `float en_tmMaxJumpControl`
- `float en_fJumpControlMultiplier`
- `float en_fAcceleration`
- `float en_fDeceleration`
- `float en_fStepUpHeight`
- `float en_fStepDnHeight`
- `float en_fBounceDampParallel`
- `float en_fBounceDampNormal`
- `float en_fCollisionSpeedLimit`
- `float en_fCollisionDamageFactor`

- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CSpinner

Remarks

n/a

Members

- readonly m_penParent
- vec3 m_aSpinRotation
- vec3 m_vSpeed
- float m_tmExpire
- vec3 m_vLastSpeed
- bool m_bImpulse
- float m_tmWaitAfterImpulse
- float m_tmSpawn
- vec3 m_vSpinSpeed

CStormController

Remarks

n/a

Members

- readonly m_penwsc
- string m_strName
- float m_fNextLightningDelay
- bool m_bStormOn
- float m_fNextLightningStrike

- readonly m_penLightning00
- readonly m_penLightning01
- readonly m_penLightning02
- readonly m_penLightning03
- readonly m_penLightning04
- readonly m_penLightning05
- readonly m_penLightning06
- readonly m_penLightning07
- readonly m_penLightning08
- readonly m_penLightning09
- readonly m_penLightning10
- readonly m_penLightning11
- readonly m_penLightning12
- readonly m_penLightning13
- readonly m_penLightning14
- readonly m_penLightning15
- readonly m_penLightning16
- readonly m_penLightning17
- readonly m_penLightning18
- readonly m_penLightning19
- float m_tmStormAppearTime
- float m_tmStormDisappearTime
- float m_fFirstLightningDelay
- float m_fMaxLightningPeriod
- float m_fMinLightningPeriod
- float m_fMaxStormPowerTime
- readonly m_colBlendStart
- readonly m_colBlendStop
- readonly m_colShadeStart
- readonly m_colShadeStop

CSummonerMarker

Inherits: CMarker

Remarks

n/a

Members

- string m_strName
- string m_strDescription
- float m_fMarkerRange

Members inherited from CMarker

- string m_strName
- string m_strDescription
- readonly m_penTarget

CSwitch

Inherits: CModelHolder2

Remarks

n/a

Members

- readonly m_iModelONAnimation
- readonly m_iTextureONAnimation
- readonly m_iModelOFFAnimation
- readonly m_iTextureOFFAnimation
- readonly m_penTarget
- readonly m_eetEvent
- readonly m_eetOffEvent
- readonly m_penOffTarget
- readonly m_swtType
- string m_strMessage
- bool m_bSwitchON
- readonly m_penCaused
- bool m_bUseable
- bool m_bInvisible

Members inherited from CModelHolder2

- `string m_fnModel`
- `string m_fnTexture`
- `string m_fnReflection`
- `string m_fnSpecular`
- `string m_fnBump`
- `float m_fStretchAll`
- `float m_fStretchX`
- `float m_fStretchY`
- `float m_fStretchZ`
- `string m_strName`
- `string m_strDescription`
- `bool m_bColliding`
- `readonly m_iModelAnimation`
- `readonly m_iTextureAnimation`
- `readonly m_stClusterShadows`
- `bool m_bBackground`
- `bool m_bTargetable`
- `readonly m_cstCustomShading`
- `vec3 m_aShadingDirection`
- `readonly m_colLight`
- `readonly m_colAmbient`
- `string m_fnmLightAnimation`
- `readonly m_iLightAnimation`
- `readonly m_aoLightAnimation`
- `bool m_bAttachments`
- `bool m_bActive`
- `float m_fMipAdd`
- `float m_fMipMul`
- `float m_fMipFadeDist`
- `float m_fMipFadeLen`
- `float m_rMipFadeDistMetric`
- `float m_fMipFadeLenMetric`
- `bool m_bRandomStretch`
- `float m_fStretchRndX`
- `float m_fStretchRndY`

- float m_fStretchRndZ
- float m_fStretchRndAll
- vec3 m_fStretchRandom
- readonly m_penDestruction
- vec3 m_vDamage
- float m_tmLastDamage
- readonly m_penDestroyTarget
- readonly m_penLastDamager
- float m_tmSpraySpawned
- float m_fSprayDamage
- readonly m_penSpray
- float m_fMaxDamageAmount
- float m_fClassificationStretch
- readonly m_colBurning
- readonly m_dmtLastDamageType
- float m_fChainSawCutDamage
- readonly m_iFirstRandomAnimation
- float m_fMaxTessellationLevel
- string m_fnVertexShader
- string m_fnFragmentShader
- string m_fnShaderTextureSampler0
- string m_fnShaderTextureSampler1
- string m_fnShaderTextureSampler2
- string m_fnShaderTextureSampler3
- string m_fnShaderTextureSampler4
- float m_fnShaderParam0
- float m_fnShaderParam1
- float m_fnShaderParam2
- float m_fnShaderParam3
- float m_fnShaderParam4

CTacticsHolder

Remarks

n/a

Members

- `string m_strName`
- `string m_strDescription`
- `readonly m_tctType`
- `float m_fParam1`
- `float m_fParam2`
- `float m_fParam3`
- `float m_fParam4`
- `float m_fParam5`
- `float m_tmLastActivation`

CTeleport**Remarks**

n/a

Members

- `string m_strName`
- `string m_strDescription`
- `readonly m_penTarget`
- `float m_fWidth`
- `float m_fHeight`
- `bool m_bActive`
- `bool m_bPlayersOnly`
- `bool m_bForceStop`
- `bool m_bStopsSpeedrunners`

CTextFXHolder**Remarks**

n/a

Members

- `string m_strName`
- `string m_strDescription`
- `string m_fnmMessage`

- float m_tmFadeInStart
- float m_tmFadeOutStart
- float m_tmFadeInLen
- float m_tmFadeOutLen
- float m_tmAutoFadeOut
- bool m_bDataError

CTimeController

Remarks

n/a

Members

- float m_fTimeStretch
- float m_tmFadeIn
- float m_tmInterval
- bool m_bAbsolute
- float m_fMyTimer
- float m_tmStretchChangeStart
- string m_strName
- float m_fOldTimeStretch
- float m_fNewTimeStretch

CTouchField

Remarks

n/a

Members

- string m_strName
- readonly m_penEnter
- readonly m_eetEnter
- readonly m_penExit
- readonly m_eetExit
- bool m_bActive
- bool m_bPlayersOnly

- float m_tmExitCheck
- bool m_bBlockNonPlayers
- readonly m_penLastIn

CTrigger

Remarks

n/a

Members

- string m_strName
- readonly m_penTarget1
- readonly m_penTarget2
- readonly m_penTarget3
- readonly m_penTarget4
- readonly m_penTarget5
- readonly m_penTarget6
- readonly m_penTarget7
- readonly m_penTarget8
- readonly m_penTarget9
- readonly m_penTarget10
- readonly m_eetEvent1
- readonly m_eetEvent2
- readonly m_eetEvent3
- readonly m_eetEvent4
- readonly m_eetEvent5
- readonly m_eetEvent6
- readonly m_eetEvent7
- readonly m_eetEvent8
- readonly m_eetEvent9
- readonly m_eetEvent10
- string m_strMessage
- float m_fMessageTime
- readonly m_mssMessageSound
- float m_fScore
- float m_fWaitTime

- `bool m_bAutoStart`
- `readonly m_iCount`
- `bool m_bUseCount`
- `bool m_bReuseCount`
- `bool m_bTellCount`
- `bool m_bActive`
- `float m_fSendRange`
- `readonly m_eetRange`
- `readonly m_iCountTmp`
- `readonly m_penCaused`
- `readonly m_ctMaxTrigs`

CVoiceHolder

Remarks

n/a

Members

- `string m_strName`
- `string m_strDescription`
- `string m_fnmMessage`
- `bool m_bActive`
- `readonly m_ctMaxTrigs`

CWalker

Inherits: CEnemyBase

Remarks

n/a

Members

- `readonly m_EwcChar`
- `readonly m_iLoopCounter`
- `float m_fSize`
- `bool m_bWalkSoundPlaying`

- float m_fThreatDistance
- readonly m_iCustomFireCounter
- readonly m_soFeet
- readonly m_soFire1
- readonly m_soFire2
- readonly m_soFire3
- readonly m_soFire4

Members inherited from CEnemyBase

- readonly m_penWatcher
- vec3 m_vStartPosition
- readonly m_penEnemy
- readonly m_ttTarget
- string m_strDescription
- string m_strName
- readonly m_soSound
- vec3 m_vStartDirection
- bool m_bOnStartPosition
- float m_fFallHeight
- float m_fStepHeight
- float m_fSenseRange
- float m_fViewAngle
- float m_fWalkSpeed
- readonly m_aWalkRotateSpeed
- float m_fAttackRunSpeed
- readonly m_aAttackRotateSpeed
- float m_fCloseRunSpeed
- readonly m_aCloseRotateSpeed
- float m_fAttackDistance
- float m_fCloseDistance
- float m_fAttackFireTime
- float m_fCloseFireTime
- float m_fStopDistance
- float m_fIgnoreRange
- float m_fLockOnEnemyTime
- float m_fBlowUpAmount

- `readonly m_fBodyParts`
- `float m_fDamageWounded`
- `vec3 m_vDamage`
- `float m_tmLastDamage`
- `bool m_bRobotBlowup`
- `float m_fBlowUpSize`
- `float m_fMoveTime`
- `vec3 m_vDesiredPosition`
- `readonly m_dtDestination`
- `readonly m_penPathMarker`
- `vec3 m_vPlayerSpotted`
- `float m_fMoveFrequency`
- `float m_fMoveSpeed`
- `readonly m_aRotateSpeed`
- `float m_fLockStartTime`
- `float m_fRangeLast`
- `bool m_bFadeOut`
- `float m_fFadeStartTime`
- `float m_fFadeTime`
- `float m_fShootTime`
- `float m_fDamageConfused`
- `readonly m_iChargeHitAnimation`
- `float m_fChargeHitDamage`
- `float m_fChargeHitAngle`
- `float m_fChargeHitSpeed`
- `readonly m_penSpawnerTarget`
- `readonly m_penDeathTarget`
- `readonly m_eetDeathType`
- `bool m_bTemplate`
- `float m_fAttackRadius`
- `readonly m_colColor`
- `bool m_bDeaf`
- `bool m_bBlind`
- `float m_tmGiveUp`
- `float m_tmReflexMin`
- `float m_tmReflexMax`

- float m_fActivityRange
- bool m_bApplyRandomStretch
- float m_fRandomStretchFactor
- float m_fStretchMultiplier
- float m_fRandomStretchMultiplier
- readonly m_penMarker
- readonly m_penMainMusicHolder
- float m_tmLastFusTime
- float m_iScore
- float m_fMaxHealth
- bool m_bBoss
- float m_fSpiritStartTime
- float m_tmSpraySpawned
- float m_fSprayDamage
- readonly m_penSpray
- float m_fMaxDamageAmount
- vec3 m_vLastStain
- readonly m_sptType
- readonly m_penTacticsHolder
- bool m_bTacticActive
- float m_tmTacticsActivation
- vec3 m_vTacticsStartPosition
- float m_fTacticVar1
- float m_fTacticVar2
- float m_fTacticVar3
- float m_fTacticVar4
- float m_fTacticVar5
- bool m_bTacticsStartOnSense
- readonly m_colBurning
- bool m_bResizeAttachments
- bool m_bGiveUpToClosestMarker
- string m_fnmCustomModel
- string m_fnmCustomTexture
- bool m_bUseCustomWeaponProjectile
- readonly m_eCustomWeaponProjectile
- readonly m_iCustomScore

- `string m_fnmCustomMessage`
- `bool m_bShootHitscansInsteadOfProjectiles`
- `float m_fCustomHitscansDamage`
- `readonly m_penStartEnemy`
- `readonly m_eetEnvironmentType`
- `float m_fHealthScalar`
- `readonly m_penPrediction`

Members inherited from `CMovableModelEntity`

- `readonly en_iCollisionBox`
- `readonly en_iWantedCollisionBox`

Members inherited from `CMovableEntity`

- `vec3 en_vDesiredTranslationRelative`
- `vec3 en_aDesiredRotationRelative`
- `vec3 en_vCurrentTranslationAbsolute`
- `vec3 en_aCurrentRotationAbsolute`
- `readonly en_penReference`
- `vec3 en_vReferencePlane`
- `readonly en_iReferenceSurface`
- `readonly en_penLastValidReference`
- `float en_tmLastBreathed`
- `float en_tmMaxHoldBreath`
- `float en_fDensity`
- `float en_tmLastSwimDamage`
- `float en_tmMaxColdness`
- `float en_tmLastWarmth`
- `bool en_bImmuneToCold`
- `readonly en_iUpContent`
- `readonly en_iDnContent`
- `float en_fImmersionFactor`
- `vec3 en_vGravityDir`
- `float en_fGravityA`
- `float en_fGravityV`
- `vec3 en_vForceDir`
- `float en_fForceA`

- float en_fForceV
- float en_tmJumped
- float en_tmMaxJumpControl
- float en_fJumpControlMultiplier
- float en_fAcceleration
- float en_fDeceleration
- float en_fStepUpHeight
- float en_fStepDnHeight
- float en_fBounceDampParallel
- float en_fBounceDampNormal
- float en_fCollisionSpeedLimit
- float en_fCollisionDamageFactor
- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CWatchPlayers

Remarks

n/a

Members

- readonly m_penOwner
- readonly m_penFar
- float m_fWaitTime
- float m_fDistance
- bool m_bRangeWatcher
- readonly m_eetEventClose
- readonly m_eetEventFar
- readonly m_penCurrentWatch
- bool m_bActive

- `string m_strName`

CWatcher

Remarks

n/a

Members

- `readonly m_penOwner`
- `float m_tmDelay`
- `float m_fClosestPlayer`
- `readonly m_iPlayerToCheck`
- `readonly m_penPrediction`

CWeaponItem

Inherits: CItem

Remarks

n/a

Members

- `readonly m_EwitType`
- `readonly m_iAmmoAmount`

Members inherited from CItem

- `string m_strName`
- `string m_strDescription`
- `float m_fValue`
- `float m_fRespawnTime`
- `float m_fCustomRespawnTime`
- `bool m_bRespawn`
- `readonly m_penTarget`
- `bool m_bPickupOnce`
- `readonly m_soPick`
- `float m_fPickSoundLen`

- `bool m_bDropped`
- `readonly m_ulPickedMask`
- `bool m_bFloating`
- `string m_fnmCustomModel`
- `string m_fnmCustomTexture`
- `float m_fCustomScale`
- `string m_fnmCustomPickupSound`
- `bool m_bOnlyCoop`
- `readonly m_penPrediction`

Members inherited from `CMovableModelEntity`

- `readonly en_iCollisionBox`
- `readonly en_iWantedCollisionBox`

Members inherited from `CMovableEntity`

- `vec3 en_vDesiredTranslationRelative`
- `vec3 en_aDesiredRotationRelative`
- `vec3 en_vCurrentTranslationAbsolute`
- `vec3 en_aCurrentRotationAbsolute`
- `readonly en_penReference`
- `vec3 en_vReferencePlane`
- `readonly en_iReferenceSurface`
- `readonly en_penLastValidReference`
- `float en_tmLastBreathed`
- `float en_tmMaxHoldBreath`
- `float en_fDensity`
- `float en_tmLastSwimDamage`
- `float en_tmMaxColdness`
- `float en_tmLastWarmth`
- `bool en_bImmuneToCold`
- `readonly en_iUpContent`
- `readonly en_iDnContent`
- `float en_fImmersionFactor`
- `vec3 en_vGravityDir`
- `float en_fGravityA`
- `float en_fGravityV`

- `vec3 en_vForceDir`
- `float en_fForceA`
- `float en_fForceV`
- `float en_tmJumped`
- `float en_tmMaxJumpControl`
- `float en_fJumpControlMultiplier`
- `float en_fAcceleration`
- `float en_fDeceleration`
- `float en_fStepUpHeight`
- `float en_fStepDnHeight`
- `float en_fBounceDampParallel`
- `float en_fBounceDampNormal`
- `float en_fCollisionSpeedLimit`
- `float en_fCollisionDamageFactor`
- `readonly en_boxMovingEstimate`
- `readonly en_boxNearCached`
- `vec3 en_vIntendedTranslation`
- `readonly en_mIntendedRotation`
- `readonly en_iLastForceType`
- `float en_tmLastFrozen`
- `float en_tmFrozenSeconds`
- `float en_tmFrozenMinimum`

CWerebull

Inherits: `CEnemyRunInto`

Remarks

n/a

Members

- `bool m_bRunAttack`
- `bool m_bHornHit`
- `readonly m_penLastTouched`
- `readonly m_soFeet`
- `bool m_bRunSoundPlaying`

Members inherited from CEnemyRunInto

- readonly m_penLastTouched
- float m_fLastTouchedTime
- bool m_bWhileLoop
- float m_fMassKicked
- float m_fInertionRunTime
- float m_fStopApproachDistance
- float m_fChargeDistance
- bool m_bUseChargeAnimation
- readonly m_fAttackRotateRunInto

Members inherited from CEnemyBase

- readonly m_penWatcher
- vec3 m_vStartPosition
- readonly m_penEnemy
- readonly m_ttTarget
- string m_strDescription
- string m_strName
- readonly m_soSound
- vec3 m_vStartDirection
- bool m_bOnStartPosition
- float m_fFallHeight
- float m_fStepHeight
- float m_fSenseRange
- float m_fViewAngle
- float m_fWalkSpeed
- readonly m_aWalkRotateSpeed
- float m_fAttackRunSpeed
- readonly m_aAttackRotateSpeed
- float m_fCloseRunSpeed
- readonly m_aCloseRotateSpeed
- float m_fAttackDistance
- float m_fCloseDistance
- float m_fAttackFireTime
- float m_fCloseFireTime

- float m_fStopDistance
- float m_fIgnoreRange
- float m_fLockOnEnemyTime
- float m_fBlowUpAmount
- readonly m_fBodyParts
- float m_fDamageWounded
- vec3 m_vDamage
- float m_tmLastDamage
- bool m_bRobotBlowup
- float m_fBlowUpSize
- float m_fMoveTime
- vec3 m_vDesiredPosition
- readonly m_dtDestination
- readonly m_penPathMarker
- vec3 m_vPlayerSpotted
- float m_fMoveFrequency
- float m_fMoveSpeed
- readonly m_aRotateSpeed
- float m_fLockStartTime
- float m_fRangeLast
- bool m_bFadeOut
- float m_fFadeStartTime
- float m_fFadeTime
- float m_fShootTime
- float m_fDamageConfused
- readonly m_iChargeHitAnimation
- float m_fChargeHitDamage
- float m_fChargeHitAngle
- float m_fChargeHitSpeed
- readonly m_penSpawnerTarget
- readonly m_penDeathTarget
- readonly m_eetDeathType
- bool m_bTemplate
- float m_fAttackRadius
- readonly m_colColor
- bool m_bDeaf

- `bool m_bBlind`
- `float m_tmGiveUp`
- `float m_tmReflexMin`
- `float m_tmReflexMax`
- `float m_fActivityRange`
- `bool m_bApplyRandomStretch`
- `float m_fRandomStretchFactor`
- `float m_fStretchMultiplier`
- `float m_fRandomStretchMultiplier`
- `readonly m_penMarker`
- `readonly m_penMainMusicHolder`
- `float m_tmLastFusTime`
- `float m_iScore`
- `float m_fMaxHealth`
- `bool m_bBoss`
- `float m_fSpiritStartTime`
- `float m_tmSpraySpawned`
- `float m_fSprayDamage`
- `readonly m_penSpray`
- `float m_fMaxDamageAmount`
- `vec3 m_vLastStain`
- `readonly m_sptType`
- `readonly m_penTacticsHolder`
- `bool m_bTacticActive`
- `float m_tmTacticsActivation`
- `vec3 m_vTacticsStartPosition`
- `float m_fTacticVar1`
- `float m_fTacticVar2`
- `float m_fTacticVar3`
- `float m_fTacticVar4`
- `float m_fTacticVar5`
- `bool m_bTacticsStartOnSense`
- `readonly m_colBurning`
- `bool m_bResizeAttachments`
- `bool m_bGiveUpToClosestMarker`
- `string m_fnmCustomModel`

- `string m_fnmCustomTexture`
- `bool m_bUseCustomWeaponProjectile`
- `readonly m_eCustomWeaponProjectile`
- `readonly m_iCustomScore`
- `string m_fnmCustomMessage`
- `bool m_bShootHitscansInsteadOfProjectiles`
- `float m_fCustomHitscansDamage`
- `readonly m_penStartEnemy`
- `readonly m_eetEnvironmentType`
- `float m_fHealthScalar`
- `readonly m_penPrediction`

Members inherited from `CMovableModelEntity`

- `readonly en_iCollisionBox`
- `readonly en_iWantedCollisionBox`

Members inherited from `CMovableEntity`

- `vec3 en_vDesiredTranslationRelative`
- `vec3 en_aDesiredRotationRelative`
- `vec3 en_vCurrentTranslationAbsolute`
- `vec3 en_aCurrentRotationAbsolute`
- `readonly en_penReference`
- `vec3 en_vReferencePlane`
- `readonly en_iReferenceSurface`
- `readonly en_penLastValidReference`
- `float en_tmLastBreathed`
- `float en_tmMaxHoldBreath`
- `float en_fDensity`
- `float en_tmLastSwimDamage`
- `float en_tmMaxColdness`
- `float en_tmLastWarmth`
- `bool en_bImmuneToCold`
- `readonly en_iUpContent`
- `readonly en_iDnContent`
- `float en_fImmersionFactor`
- `vec3 en_vGravityDir`

- float en_fGravityA
- float en_fGravityV
- vec3 en_vForceDir
- float en_fForceA
- float en_fForceV
- float en_tmJumped
- float en_tmMaxJumpControl
- float en_fJumpControlMultiplier
- float en_fAcceleration
- float en_fDeceleration
- float en_fStepUpHeight
- float en_fStepDnHeight
- float en_fBounceDampParallel
- float en_fBounceDampNormal
- float en_fCollisionSpeedLimit
- float en_fCollisionDamageFactor
- readonly en_boxMovingEstimate
- readonly en_boxNearCached
- vec3 en_vIntendedTranslation
- readonly en_mIntendedRotation
- readonly en_iLastForceType
- float en_tmLastFrozen
- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CWoman

Inherits: CEnemyFly

Remarks

n/a

Members

- bool m_bKamikazeCarrier
- float m_rKamikazeDropDistance
- bool m_bKamikazeAttached

Members inherited from CEnemyFly

- readonly m_EeftType
- bool m_bInAir
- bool m_bAirAttack
- bool m_bStartInAir
- float m_fGroundToAirSpeed
- float m_fAirToGroundSpeed
- float m_fAirToGroundMin
- float m_fAirToGroundMax
- float m_fFlyHeight
- float m_fFlyWalkSpeed
- readonly m_aFlyWalkRotateSpeed
- float m_fFlyAttackRunSpeed
- readonly m_aFlyAttackRotateSpeed
- float m_fFlyCloseRunSpeed
- readonly m_aFlyCloseRotateSpeed
- float m_fFlyAttackDistance
- float m_fFlyCloseDistance
- float m_fFlyAttackFireTime
- float m_fFlyCloseFireTime
- float m_fFlyStopDistance
- float m_fFlyIgnoreRange
- float m_fFlyLockOnEnemyTime
- bool m_bFlyToMarker

Members inherited from CEnemyBase

- readonly m_penWatcher
- vec3 m_vStartPosition
- readonly m_penEnemy
- readonly m_ttTarget
- string m_strDescription
- string m_strName
- readonly m_soSound
- vec3 m_vStartDirection
- bool m_bOnStartPosition

- float m_fFallHeight
- float m_fStepHeight
- float m_fSenseRange
- float m_fViewAngle
- float m_fWalkSpeed
- readonly m_aWalkRotateSpeed
- float m_fAttackRunSpeed
- readonly m_aAttackRotateSpeed
- float m_fCloseRunSpeed
- readonly m_aCloseRotateSpeed
- float m_fAttackDistance
- float m_fCloseDistance
- float m_fAttackFireTime
- float m_fCloseFireTime
- float m_fStopDistance
- float m_fIgnoreRange
- float m_fLockOnEnemyTime
- float m_fBlowUpAmount
- readonly m_fBodyParts
- float m_fDamageWounded
- vec3 m_vDamage
- float m_tmLastDamage
- bool m_bRobotBlowup
- float m_fBlowUpSize
- float m_fMoveTime
- vec3 m_vDesiredPosition
- readonly m_dtDestination
- readonly m_penPathMarker
- vec3 m_vPlayerSpotted
- float m_fMoveFrequency
- float m_fMoveSpeed
- readonly m_aRotateSpeed
- float m_fLockStartTime
- float m_fRangeLast
- bool m_bFadeOut
- float m_fFadeStartTime

- float m_fFadeTime
- float m_fShootTime
- float m_fDamageConfused
- readonly m_iChargeHitAnimation
- float m_fChargeHitDamage
- float m_fChargeHitAngle
- float m_fChargeHitSpeed
- readonly m_penSpawnerTarget
- readonly m_penDeathTarget
- readonly m_eetDeathType
- bool m_bTemplate
- float m_fAttackRadius
- readonly m_colColor
- bool m_bDeaf
- bool m_bBlind
- float m_tmGiveUp
- float m_tmReflexMin
- float m_tmReflexMax
- float m_fActivityRange
- bool m_bApplyRandomStretch
- float m_fRandomStretchFactor
- float m_fStretchMultiplier
- float m_fRandomStretchMultiplier
- readonly m_penMarker
- readonly m_penMainMusicHolder
- float m_tmLastFusTime
- float m_iScore
- float m_fMaxHealth
- bool m_bBoss
- float m_fSpiritStartTime
- float m_tmSpraySpawned
- float m_fSprayDamage
- readonly m_penSpray
- float m_fMaxDamageAmount
- vec3 m_vLastStain
- readonly m_sptType

- readonly m_penTacticsHolder
- bool m_bTacticActive
- float m_tmTacticsActivation
- vec3 m_vTacticsStartPosition
- float m_fTacticVar1
- float m_fTacticVar2
- float m_fTacticVar3
- float m_fTacticVar4
- float m_fTacticVar5
- bool m_bTacticsStartOnSense
- readonly m_colBurning
- bool m_bResizeAttachments
- bool m_bGiveUpToClosestMarker
- string m_fnmCustomModel
- string m_fnmCustomTexture
- bool m_bUseCustomWeaponProjectile
- readonly m_eCustomWeaponProjectile
- readonly m_iCustomScore
- string m_fnmCustomMessage
- bool m_bShootHitscansInsteadOfProjectiles
- float m_fCustomHitscansDamage
- readonly m_penStartEnemy
- readonly m_eetEnvironmentType
- float m_fHealthScalar
- readonly m_penPrediction

Members inherited from CMovableModelEntity

- readonly en_iCollisionBox
- readonly en_iWantedCollisionBox

Members inherited from CMovableEntity

- vec3 en_vDesiredTranslationRelative
- vec3 en_aDesiredRotationRelative
- vec3 en_vCurrentTranslationAbsolute
- vec3 en_aCurrentRotationAbsolute
- readonly en_penReference

- `vec3 en_vReferencePlane`
- `readonly en_iReferenceSurface`
- `readonly en_penLastValidReference`
- `float en_tmLastBreathed`
- `float en_tmMaxHoldBreath`
- `float en_fDensity`
- `float en_tmLastSwimDamage`
- `float en_tmMaxColdness`
- `float en_tmLastWarmth`
- `bool en_bImmuneToCold`
- `readonly en_iUpContent`
- `readonly en_iDnContent`
- `float en_fImmersionFactor`
- `vec3 en_vGravityDir`
- `float en_fGravityA`
- `float en_fGravityV`
- `vec3 en_vForceDir`
- `float en_fForceA`
- `float en_fForceV`
- `float en_tmJumped`
- `float en_tmMaxJumpControl`
- `float en_fJumpControlMultiplier`
- `float en_fAcceleration`
- `float en_fDeceleration`
- `float en_fStepUpHeight`
- `float en_fStepDnHeight`
- `float en_fBounceDampParallel`
- `float en_fBounceDampNormal`
- `float en_fCollisionSpeedLimit`
- `float en_fCollisionDamageFactor`
- `readonly en_boxMovingEstimate`
- `readonly en_boxNearCached`
- `vec3 en_vIntendedTranslation`
- `readonly en_mIntendedRotation`
- `readonly en_iLastForceType`
- `float en_tmLastFrozen`

- float en_tmFrozenSeconds
- float en_tmFrozenMinimum

CWorldBase

Remarks

n/a

Members

- string m_strName
- string m_strDescription
- bool m_bZoning
- bool m_bBackground
- bool m_bAnchored
- bool m_bBarrier
- bool m_bCollisions
- bool m_bOnlyBlocksPlayer
- readonly m_penGravity0
- readonly m_penGravity1
- readonly m_penGravity2
- readonly m_penGravity3
- readonly m_penGravity4
- readonly m_penGravity5
- readonly m_penGravity6
- readonly m_penGravity7
- readonly m_penGravity8
- readonly m_penGravity9
- readonly m_penFog0
- readonly m_penFog1
- readonly m_penFog2
- readonly m_penFog3
- readonly m_penFog4
- readonly m_penFog5
- readonly m_penFog6
- readonly m_penFog7
- readonly m_penFog8

- readonly m_penFog9
- readonly m_penHaze0
- readonly m_penHaze1
- readonly m_penHaze2
- readonly m_penHaze3
- readonly m_penHaze4
- readonly m_penMirror0
- readonly m_penMirror1
- readonly m_penMirror2
- readonly m_penMirror3
- readonly m_penMirror4
- readonly m_penGradient0
- readonly m_penGradient1
- readonly m_penGradient2
- readonly m_penGradient3
- readonly m_penGradient4
- readonly m_penGradient5
- readonly m_penGradient6
- readonly m_penGradient7
- readonly m_penGradient8
- readonly m_penGradient9
- readonly m_penGradient10
- readonly m_penGradient11
- readonly m_penGradient12
- readonly m_penGradient13
- readonly m_penGradient14
- readonly m_penGradient15
- readonly m_penGradient16
- readonly m_penGradient17
- readonly m_penGradient18
- readonly m_penGradient19
- readonly m_cbClassificationBits
- readonly m_vbVisibilityBits
- float m_fOpacity

CWorldInfoEntity

Remarks

n/a

Members

- float m_fSVMedalBronze
- float m_fSVMedalSilver
- float m_fSVMedalGold

CWorldLink

Inherits: CMarker

Remarks

n/a

Members

- string m_strGroup
- string m_strWorld
- bool m_bStoreWorld
- readonly m_EwltType

Members inherited from CMarker

- string m_strName
- string m_strDescription
- readonly m_penTarget

CWorldSettingsController

Remarks

n/a

Members

- float m_tmStormStart
- string m_strName
- float m_tmLightningStart
- float m_fLightningPower
- float m_tmStormEnd
- float m_tmPyramidPlatesStart
- float m_tmActivatedPlate1
- float m_tmDeactivatedPlate1
- float m_tmActivatedPlate2
- float m_tmDeactivatedPlate2
- float m_tmActivatedPlate3
- float m_tmDeactivatedPlate3
- float m_tmActivatedPlate4
- float m_tmDeactivatedPlate4
- float m_tmPyramidMorphRoomActivated
- float m_tmShakeStarted
- vec3 m_vShakePos
- float m_fShakeFalloff
- float m_fShakeFade
- float m_fShakeIntensityY
- float m_tmShakeFrequencyY
- float m_fShakeIntensityB
- float m_tmShakeFrequencyB
- float m_fShakeIntensityZ
- float m_tmShakeFrequencyZ
- bool m_bShakeFadeIn
- readonly m_penEnvPartHolder
- bool m_bNoSaveGame
- float m_tmGlaringStarted
- float m_tmGlaringEnded
- float m_fGlaringFadeInRatio
- float m_fGlaringFadeOutRatio
- readonly m_colGlade
- readonly m_colBlendStart
- readonly m_colBlendStop

- readonly m_colShadeStart
- readonly m_colShadeStop
- bool m_bApplyShadingToModels
- float m_tmStormAppearTime
- float m_tmStormDisappearTime
- readonly m_penScrollHolder
- readonly m_penTextFXHolder
- readonly m_penCreditsHolder
- readonly m_penHudPicFXHolder
- float m_tmActivatedToggledLights1
- float m_tmDeactivatedToggledLights1
- float m_tmActivatedToggledLights2
- float m_tmDeactivatedToggledLights2
- float m_tmActivatedToggledLights3
- float m_tmDeactivatedToggledLights3
- float m_tmActivatedToggledLights4
- float m_tmDeactivatedToggledLights4
- float m_tmActivatedInstToggledLights1
- float m_tmDeactivatedInstToggledLights1
- float m_tmActivatedInstToggledLights2
- float m_tmDeactivatedInstToggledLights2
- float m_tmActivatedInstToggledLights3
- float m_tmDeactivatedInstToggledLights3
- float m_tmActivatedInstToggledLights4
- float m_tmDeactivatedInstToggledLights4
- float m_tmBlendSpeed
- bool m_bFlyoverLogo