- 1 : "IN_ATTACK"
- 2 : "IN_JUMP"
- 4 : "IN_DUCK"
- 8 : "IN_FORWARD"
- 12CBaseVehicle
- 13CHLXUserCmdPB
- 13CSGOUserCmdPB
- 16 : "IN_BACK"
- 17CCitadelUserCmdPB
- 256 : "IN_MOVELEFT"
- 512 : "IN_MOVERIGHT"
- 1024 : "IN_ATTACK2"
- 4096 : "IN_RELOAD"
- "Vehicle which does nothing but fire outputs based on IN_BUTTONS, typically used for prototyping."
- //   32 : "IN_CANCEL"
- //   64 : "IN_TURNLEFT"
- //   128 : "IN_TURNRIGHT"
- //   2048 : "IN_RUN"
- // Outputs
- // Vehicles.
- = ai_nav_link_area : "An entity that links navmesh sections togther with animation transitions between them"
- = vehicle_entityio :
- @BaseClass base(Targetname, Global) = BaseVehicle
- @NavLinkClass
- @PointClass base(BaseVehicle)
- A set of bone scale multipliers. Used to create alternate proportions for skeletal meshes.
- A set of points defining a path to use when an external path isn't specified. This will be used in the preview and thumbnail for the smart prop. It will also be used when the smart prop is placed in Hammer before a path is selected.
- ability_effects_1
- ability_effects_2
- ability_effects_3
- ability_effects_4
- ability_effects_5
- ability_effects_6
- ability_effects_7
- ability_effects_8
- ability_effects_9
- allowsmokethrough
- AlphaTestReference_Tooltip = "For \'alpha test\' (1bit) alpha textures this adjusts the cutoff point between\n100% transparent and 100% opaque. Useful, particularly, when the alpha test surface\nis disappearing at lower mip levels."

- Amount of angular slack the animation has when aligning to the navlink. 0 indicates that it must be strictly aligned.
- apply_when_equipped_in_ability_effects_slot
- Attachment (Control Point 1)
- Attachment name indicating where the player will exit
- Attachment name to attached the spawned pawn subclass to
- Attachment Type
- Attachment Type (Control Point 1)
- ATTACHMENT_INFLUENCE_FLAGS_NONE
- AttachmentHandle_t
- Attachments
- backpack_size
- BlendSoftness_ToolTip = "Adjusts how hard or soft the edge of the blend reveal is for this layer.\nValues closer to 0 will produce a hard edge, Values closer to 1 will create a softer edge."
- BorderColor_ToolTip = "Multiplies the specified color over the border region of this layer."
- BorderOffset_ToolTip = "Shifts the border region of the layer towards or away from the computed\nreveal mask edge. Typically this is left at 0 (no shift), however, other values\ncan be used to create interesting staining or fake shadowing effects."
- BorderSoftness_ToolTip = "Controls the size and softness of the border effect. A value close to 0 will\ncreate a border that is small and harder edged. Larger values will create borders \nthat extend further and gradually get softer."
- BorderStrength_ToolTip = "An overall multiplier on the border effect. A value of 0 will effectively\nturn off the border effect. A value of 1 will leave it a full strength."
- BumpStrength_ToolTip = "Adjusts the steepness of the normal map. For normal maps created\non props using a high-to-low sampling technique setting the bump strength\nto a value other than 1 can lead to incorret results. When using parallax mapping\nsetting this to a value other than 1 can lead to incorrect results."
- button1(choices) : "Button 1" : "" : "The button which fires the Button1-related outputs." =
- button2(choices) : "Button 2" : "" : "The button which fires the Button2-related outputs." =
- button3(choices) : "Button 3" : "" : "The button which fires the Button3-related outputs." =
- button4(choices) : "Button 4" : "" : "The button which fires the Button4-related outputs." =
- button5(choices) : "Button 5" : "" : "The button which fires the Button5-related outputs." =
- button6(choices) : "Button 6" : "" : "The button which fires the Button6-related outputs." =
- button7(choices) : "Button 7" : "" : "The button which fires the Button7-related outputs." =

- button8(choices) : "Button 8" : "" : "The button which fires the Button8-related outputs." =
- CFootCycle
- CFootCycleDefinition
- CFootDefinition
- CFootMotion
- CFootStride
- CFootTrajectories
- CFootTrajectory
- Color_ToolTip = "Diffuse color texture for this layer. Typically you will want to\nremove any baked in lighting information from this texture."
- ColorTint_ToolTip = "Multiplies the specified color over the entire layer."
- Controls whether or not the locator can be edited in a smart prop configuration. If enabled an editable locator will appear when the smart prop is placed in Hammer. Any changes to that locator will modify the current transform.
- CREATED_BY_OBSTACLE_MGR
- CSmartPropFilter
- CSmartPropFilter_AttributeValue
- CSmartPropFilter_Probability
- CSmartPropFilter_RecursionDepth
- CSmartPropFilter_SurfaceAngle
- CSmartPropFilter_SurfaceProperties
- CSmartPropModifier
- CSmartPropOperation
- CSmartPropOperation_AttachToLocator
- CSmartPropOperation_CreateLocator
- CSmartPropOperation_RandomColorTintColor
- CSmartPropOperation_RandomOffset
- CSmartPropOperation_RandomRotation
- CSmartPropOperation_RandomScale
- CSmartPropOperation_ResetRotation
- CSmartPropOperation_ResetScale
- CSmartPropOperation_Rotate
- CSmartPropOperation_Scale
- CSmartPropOperation_SetAttribute
- CSmartPropOperation_SetTintColor
- CSmartPropOperation_TraceToSurface
- CSmartPropOperation_Translate
- CSmartPropRoot
- CSmartPropSelectionCriteria
- CSmartPropSelectionCriteria_ChoiceWeight
- CSmartPropSelectionCriteria_LinearLength
- CSmartPropTransformOperation
- CubeMap_ToolTip = "A hand authored cube map to use with this material.\nYou will rarely want to hand author a cube map in this fashion.\n In most cases

use the \'in game cubemap\' setting instead to chose the\nclosest auto-generated cube map in your level."

- CubeMapBlurAmount_ToolTip = "Creates a pseudo-blurry reflection effect by picking a lower mip level to apply the cube\nmap at. Blurriness and cube map resolution are not linked. If you increase the\nresolution of your cube map you will need to adjust the blurriness to compensate."
- CubeMapScalar_ToolTip = "Multiplier that controls the overall intensity of the cube map.\nThe reflectivity and glossiness of the surface are also factors."
- Dog Leg (3-Bone)
- EdgeNormalSoftness_ToolTip = "This controls how the normal map on the edge effect blends with the underlying surfaces. A value\nof 1 will create a very soft blend where the terminator of the normal map is\npulled all the way in towards the edge effect starting point. A value of 0 will push the\nterminator of the normal map all the way to the farthest point of the edge\neffect, effectively creating no blending with the underlying normals."
- EdgeOffset_ToolTip = "Shifts the computed starting point of the edge effect in or out based on the reveal mask."
- EdgeSoftness_ToolTip = "Controls the size and softness of the edge effect. A value close to 0 will\ncreate an edge that is small and harder edged. Larger values will create borders \nthat extend further and gradually get softer. The computed edge effect\nextends both in and out away from the starting point."
- EdgeStrength_ToolTip = "This is an overall multiplier on the normal map applied to the edge effect.\nA value of 0 will effectively turn off the normal map. A value of 1 will apply\nthe normal map at full strength."
- editormodel("models/props/navlink/nav_link_hammer_model.vmdl")
- Enable per-bone scale in cloth, an experimental feature that is to be universally enabled after a small period of testing
- Enable Rotation Correction
- Escape exits have lower priority
- FLAG_FORCE_PHONEME_CROSSFADE
- flSlack
- flSpringConstant
- flSpringDamping
- flSpringRestLength
- game/core/pulse_base.fgd
- GameStartup_RayTracing
- Generate solar radiance image
- Glossiness_Tooltip = "Controls the shape of the lighting. This affects both specular\nhighlights and also, to a lesser extent, diffuse lighting.\nBlack = high roughness, low glossiness and spread out highlites\nwhite = low roughness, high glossiness and tight highlites\nAuthored similar to a specmask in the old material system.\nThis map is what is primarily used to achieve variation in specular highlights."
- GlossinessRange_Tooltip = "Allows you to adjust the black point and white point for the texture\nsimilar to the levels adjustment in Photoshop. Be careful of setting\nextreme settings on the range sliders as you can easily over compress\nthe value range. Use the debug visualization mode set to

\'Glossiness\'\nto clearly see the affect of these adjustments in hammer and in the\npreview window."

- hammer_test_turn_on_gpu_raytracing
- hammer_test_turn_on_gpu_raytracing - not supported on this hardware!
- HAS_LADDERS_AND_ELEVATORS
- Height_Tooltip = "Height map used to compute parallax effect."
- HeightMapScale_Tooltip = "The apparent depth of the parallax effect."
- If enabled and the smart prop is inside a prefab, the evaluation of the smart prop considers only the contents of the parent prefab, not anything outside the prefab. For example, if enabled, any traces performed by the smart prop will only hit other objects within the parent prefab.
- IKSOLVER_CCD
- IKSOLVER_DogLeg3Bone
- IKSOLVER_Fabrik
- IKSOLVER_Perlin
- IKSOLVER_TwoBone
- IN_ALL
- IN_ATTACK
- IN_ATTACK2
- IN_BACK
- IN_BUTTON_DOWN
- IN_BUTTON_DOWN_UP
- IN_BUTTON_DOWN_UP_DOWN
- IN_BUTTON_DOWN_UP_DOWN_UP
- IN_BUTTON_STATE_COUNT
- IN_BUTTON_UP
- IN_BUTTON_UP_DOWN
- IN_BUTTON_UP_DOWN_UP
- IN_BUTTON_UP_DOWN_UP_DOWN
- IN_DUCK
- IN_FIRST_MOD_SPECIFIC_BIT
- IN_JOYAUTOSPRINT
- IN_JUMP
- IN_MOVELEFT
- IN_MOVERIGHT
- IN_NONE
- IN_QUERY
- IN_RELOAD
- IN_SPEED
- IN_TURNLEFT
- IN_TURNRIGHT
- IN_USE
- input Lock(void) : "Prevent passengers from entering or exiting the vehicle."
- input Unlock(void) : "Re-allow passengers to enter or exit the vehicle."
- InputBinding_t { m_Context = "HammerEditorSession" m_Command = "RandomizeChoices" m_Input = "Alt+G" },

- interruptability(choices) : "Interruptability" : 0 : "Sets what kind of events can interrupt an NPC that's performing this move to. Note that this only describes events that interrupt the moveto while it's working properly, not whether or not movement itself can fail. So even if this is set to 'Nothing', a moveto can still fail due to core movement failure (path failing / route blocked). Also, note that when set to 'Everything', NPCs can be easily interrupted by small things like physics impact sounds, or distant combat sounds." =
- Is this exit appropriate only if the vehicle is overturned?
- LayerMax_ToolTip = "The maximum value of the reveal map that is considered when doing the\nreveal of this layer. Typically this is left at the default value of 1, but in certain\ncases this can be used to clamp the blending at a lower value."
- LDR histogram (Exposure Scaled HDR & Filmic Tonemapped)
- LODThreshold_Tooltip = "Distance at which the parallax effect fades out completely and transitions\nto a regular normal map. Set this value as close as possible to help performance."
- m_flCameraFOV
- m_flMaximumSpeedToEnterExit
- m_hPassengerPawn
- material_name_for_stream_mapping
- materials/editor/point_pulse.vmat
- materials/editor/point_pulse_color_psd_e7f204fc.vtex
- materials/models/solids/black_unlit.vmat
- materials/particle/particle_debris_02c.vtex
- materials/particle/particle_debris_02c.vtex_c CRC:002de6663b size:67540
- materials/skybox/skymodel_hosekwilkie_ref
- MaxSamples_Tooltip = "The maximum number of \'slices\' rendered for the parallax effect.\nWarning: EXPENSIVE use the smallest number that is appropriate."
- message CCitadelUserCmdPB {
- message CHLXUserCmdPB {
- message CMsgVRController {
- message CMsgVRHandInfo {
- message CSGOInputHistoryEntryPB {
- message CSGOUserCmdPB {
- message CUerMsgVRActions {
- message CUserMsgVRCore {
- message VrInputAnalogActionData {
- message VrInputDigitalActionData {
- message VrInputSkeletalActionData {
- message VRSampleUserCmdPB {
- message VrSkeletalData {
- message VrSkeletalSummaryData {
- metadata

- Metalness_tooltip = "Controls color tinting of the specular highlites. The tint color\nis based on the underlying diffuse color texture. Typically used\nfor metal materials but is useful on all surfaces when used sparingly."
- MetalnessRange_tooltip = "Allows you to adjust the black point and white point for the texture\nsimilar to the levels adjustment in Photoshop. Be careful of setting\nextreme settings on the range sliders as you can easily over compress\nthe value range."
- MinSamples_Tooltip = "The minimum number of \'slices\' rendered for the parallax effect.\nWarning: EXPENSIVE use the smallest number that is appropriate."
- Mod2x_ToolTip = "Treat this layer as a \'mod2x\' layer and blend colors appropriately with the layers beneath.\nThis has the same effect as applying the layer as an \'overlay\' layer in Photoshop."
- mod != csgo
- nav_link_movement(vdata_choice:scripts/navlinks.vdata) : "NavLink Movement" : "" : "The Type of movement needed to traverse this navlink."
- nav_link_movement_reverse(vdata_choice:scripts/navlinks.vdata) : "NavLink Movement (Reverse)" : "" : "The Type of movement needed to traverse this navlink in reverse."
- Normal_Tooltip = "Normal map for this layer"
- OpacityScale_ToolTip = "overall multiplier on the transparency"
- optional .CBaseUserCmdPB base = 1;
- optional .CMsgQAngle ang_camera_angles = 3;
- optional .CMsgQAngle angles = 2;
- optional .CMsgQAngle filteredangles = 8;
- optional .CMsgQAngle localangles = 5;
- optional .CMsgQAngle view_angles = 2;
- optional .CMsgQAngle viewangles_local = 5;
- optional .CMsgVector delta = 3;
- optional .CMsgVector filteredangularvel = 10;
- optional .CMsgVector filteredposition = 7;
- optional .CMsgVector filteredthrowvel = 11;
- optional .CMsgVector filteredvelocity = 9;
- optional .CMsgVector localposition = 4;
- optional .CMsgVector middle_eye_local = 4;
- optional .CMsgVector position = 2;
- optional .CMsgVector shoot_position = 3;
- optional .CMsgVector vec_camera_position = 2;
- optional .CMsgVector velocity = 3;
- optional .CMsgVector vposition = 1;
- optional .CMsgVRHandInfo info = 3;
- optional .CUerMsgVRActions actions = 3;
- optional .CUserMsgVRCore hmd = 2;
- optional .VrInputSkeletalActionData skeletal_action_data = 1;
- optional .VrSkeletalSummaryData skeletal_summary_data = 2;
- optional bool active = 1;
- optional bool active = 2;

- optional bool active = 4;
- optional bool changed = 4;
- optional bool in_shop = 5;
- optional bool state = 3;
- optional bool supports_skeleton = 2;
- optional bool targeting_mode = 2;
- optional bytes compressed_bone_transforms = 5;
- optional float finger0 = 14;
- optional float finger1 = 15;
- optional float finger2 = 16;
- optional float finger3 = 17;
- optional float finger4 = 18;
- optional float fingersplay0 = 19;
- optional float fingersplay1 = 20;
- optional float fingersplay2 = 21;
- optional float fingersplay3 = 22;
- optional float gripanalogvalue = 13;
- optional float joystickanalogvaluex = 25;
- optional float joystickanalogvaluey = 26;
- optional float sampletime = 6;
- optional float time = 1;
- optional float trackpadanalogvaluex = 23;
- optional float trackpadanalogvaluey = 24;
- optional float triggeranalogvalue = 12;
- optional float updatetime = 5;
- optional int32 attack_start_history_index = 3 [default = -1];
- optional int32 execute_ability_indices = 4;
- optional uint32 bone_count = 3;
- optional uint32 bone_transform_source = 4;
- optional uint32 controller_type = 3;
- optional uint64 activeorigin = 1;
- optional uint64 activeorigin = 2;
- output OnButtonEnd1(integer) : "Passenger stopped hitting button 1 (argument is passenger index)"
- output OnButtonEnd2(integer) : "Passenger stopped hitting button 2 (argument is passenger index)"
- output OnButtonEnd3(integer) : "Passenger stopped hitting button 3 (argument is passenger index)"
- output OnButtonEnd4(integer) : "Passenger stopped hitting button 4 (argument is passenger index)"
- output OnButtonEnd5(integer) : "Passenger stopped hitting button 5 (argument is passenger index)"
- output OnButtonEnd6(integer) : "Passenger stopped hitting button 6 (argument is passenger index)"
- output OnButtonEnd7(integer) : "Passenger stopped hitting button 7 (argument is passenger index)"

- output OnButtonEnd8(integer) : "Passenger stopped hitting button 8 (argument is passenger index)"
- output OnButtonStart1(integer) : "Passenger started hitting button 1 (argument is passenger index)"
- output OnButtonStart2(integer) : "Passenger started hitting button 1 (argument is passenger index)"
- output OnButtonStart3(integer) : "Passenger started hitting button 3 (argument is passenger index)"
- output OnButtonStart4(integer) : "Passenger started hitting button 4 (argument is passenger index)"
- output OnButtonStart5(integer) : "Passenger started hitting button 5 (argument is passenger index)"
- output OnButtonStart6(integer) : "Passenger started hitting button 6 (argument is passenger index)"
- output OnButtonStart7(integer) : "Passenger started hitting button 7 (argument is passenger index)"
- output OnButtonStart8(integer) : "Passenger started hitting button 8 (argument is passenger index)"
- output OnNavLinkFinish(void) : "An NPC finished using this nav link"
- output OnNavLinkStart(void) : "An NPC started using this nav link"
- output PassengerEntered(integer) : "Passenger entered the vehicle (argument is passenger index)"
- output PassengerExited(integer) : "Passenger exited the vehicle (argument is passenger index)"
- particles/dev/dev_lightning_long.vpcf
- PASSENGER_ENTERING_VEHICLE
- PASSENGER_EXITING_VEHICLE
- PASSENGER_IN_VEHICLE
- PASSENGER_NOT_THERE
- prop_nav_obstacle_block_edge_min_a
- prop_nav_obstacle_block_edge_min_b
- prop_nav_obstacle_block_mass_a
- prop_nav_obstacle_block_mass_b
- PS_RTX
- PunchIn_ToolTip = "Flips the direction of the normal map applied to the layer edge\neffect. This effectively makes it look like the layer is erroding\ninwards rather than building outwards."
- QuestPickerPanel
- Reflectance_Tooltip = "The overall reflectivity level for the layer.\nBlack = low reflectance materials. (brick, carpet etc)\nWhite = high reflectance materials. (polished metal, glass)\n\nTypically this can be set to a single color value for objects that are\na single surface type. For objects that have multiple surface types you\'ll\nwant to author a \'_refl\' map. Because our materials are energy conserving\nhigh reflectance materials with tight highlites may appear overall darker in value.\n"
- ReflectanceRange_Tooltip = "Allows you to adjust the black point and white point for the texture\nsimilar to the levels adjustment in Photoshop. Be

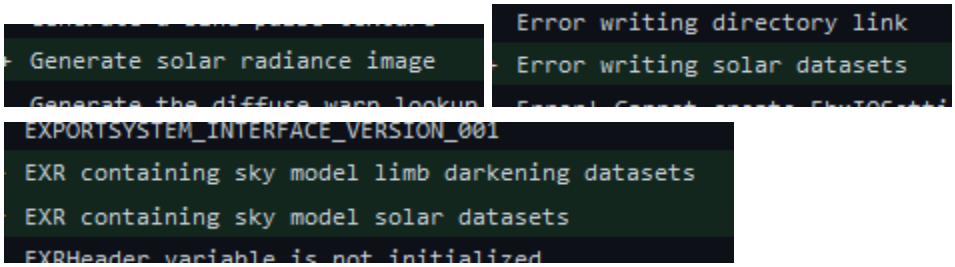
careful of setting\nextreme settings on the range sliders as you can easily over compress\nthe value range. Use the debug visualization mode set to \'Reflectance\'\nto clearly see the affect of these adjustments in Hammer and in the\npreview window."

- repeated .CMsgVRController hmd_controllers = 6;
- repeated .CSGOInputHistoryEntryPB input_history = 2;
- repeated .VrInputAnalogActionData analog_action_data = 2;
- repeated .VrInputDigitalActionData digital_action_data = 1;
- repeated .VrSkeletalData skeleton = 3;
- repeated float fingercurl = 1;
- repeated float fingersplay = 2;
- resumepriority(choices) : "Reacquisition Priority" : 0 : "Used to decide when to retry the moveto after it failed. Low means only retry when the NPC is about to idle. High means it should retry any time the NPC selects a schedule, unless the NPC needs to perform a critical schedule (like being required to flinch in response to heavy damage)." =
- RevealMask_ToolTip = "Controls how this layer is revealed when blend painting in Hammer.\nBlack values will be revealed first, white values revealed last.\nOftentimes the reveal mask will be the height map of a preceding\nlayer when trying to achieve accurate registration between layers."
- SecondaryAbility
- SelfIllumMask_Tooltip = "Mask texture that controls what portions of the surface are illuminated.\nThe material editor looks for \'_selfillum\' textures by default."
- SelfIllumScale_Tooltip = "How bright the self illumination is. A value of 1 will effectively make the\nsurface fullbright in the areas indicated by the self illum mask. Values greater\nthan 1 will boost the self illum effect - pushing the color values towards white."
- SelfIllumTint_Tooltip = "A color multiplier applied over the masked self illuminated areas."
- Spew button deltas, 0 = off, 1 = server, 2 = client, 3 = both
- Spew button hold times, 0 = off, 1 = server, 2 = client, 3 = both
- Spew input, 0 = off, 1 = server, 2 = client, 3 = both
- subclass_name(subclass_choice:scripts/vehicles.vdata) : "Vehicle Subclass" : "" : "Subclass of the Vehicle."
- SUBCLASS_SCOPE_PLAYER
- SUBCLASS_SCOPE_VEHICLES
- SuccessfulSmokes
- TexCoordOffset_ToolTip = "Offsets the UVs for this map by the specified values."
- TexCoordScale_ToolTip = "Adjusts the U and V scale for this layer.\nKeep in mind that texture scale can also be adjusted for the entire material\non a per face basis using the texture scale adjustments in Hammer."
- textures/dev/arhosek_skymodel_limb_darkening_datasets.vtex
- textures/dev/arhosek_skymodel_solar_datasets.vtex
- The animgraph parameter that is set on the vehicle to animate the passenger getting in.

- The animgraph status tag that will be set by the animgraph when it has finished performing the 'Entry Animgraph Parameter' step.
- The animgraph status tag that will be set by the animgraph when it has finished performing the 'Exit Animgraph Parameter' step.3
- Time to move between crouch and stand
- TintMask_Tooltip = "grayscale mask texture that controls which areas should be color tinted.\nBlack = no tinting. White = full tinting. You can specify the color\ntint directly using the \'color tint\' attribute in the material - or more usefully\nuse the \'color\' attribute in Hammer to adjust the color tint on a per-instance basis."
- tonemap scale: final exposure scale used to scale HDR values before tonemapping.mid-grey in HDR becomes 'target average lum' after scaling -> mid-grey (0.18) in LDR.
- Transform Vertices
- Transform: Attach To Locator
- Transform: Create Locator
- Transform: Random Offset
- Transform: Random Rotation
- Transform: Random Scale
- Transform: Reset Rotation
- Transform: Reset Scale
- Transform: Rotate
- Transform: Scale
- Transform: Trace To Surface
- Transform: Translate
- Transition from state %s has an almost finished condition, but the duration of the transition's blend is longer than the node's duration. Sequence: %s Sequence Duration: %g Transition Duration: %g
- Translucency_ToolTip = "Transparency map for the material. Unlike the Source1 material system this is\nauthored as a normal texture and not as an alpha channel. The material editor looks for the \'_trans\' suffix by default."
- TransmissiveColorBoost_Tooltip = "How much light is \'passed\' through the surface to shade the back side.\nA value of 1 means 100% of the light from the front surface is\naccounted for on the back side. A Value of 0 means no light is\npassed through. Values greater than 1 will artificially boost the lighting on the back side of the surface."
- TransmissiveColorTint_Tooltip = "Color multiplier applied to the back side of the surface."
- TransmissiveSoftness_ToolTip = "How much to soften the lighting on the back side of a surface. A Value of 0 will\nmatch the lighting on the front side. Values greater than 0 will soften the lighting, simulating\nlight scattering inside the surface."
- TransmissiveThickness_Tooltip = "Map used to simulate the thickness of the surface. This acts as a multiplier\nagainst the amount of light passing through to shade the back side of the surface."
- use_link_entity_orientation(boolean) : "Use entity orientation" : "0" : "Get link orientation from this entity transform; otherwise orient toward target"

- vdata_model{my_key = "subclass_name" vdata_key = "m_sModelName" use_class_when_blank = true}
- Vehicle Entry Animgraph Finish Tag
- Vehicle Entry Animgraph Parameter
- Vehicle Exit Animgraph Finish Tag
- Vehicle Exit Animgraph Parameter
- vehicle_debug_exit
- vehicle_entityio
- vehicle_locked
- vehicle_locked(boolean) : "Start locked" : 0
- vehicle_role
- Vehicles
- VisualizeLOD_Tooltip = "Activate a false color mode to help you determine the range at which the parallax effect falls off\nAdjust the range using the \'LOD Threshold\' slider to the closest range appropriate."
- weapon_switch
- What angle from upright does this vehicle need to be to be considered overturned? (0 == never is overturned)
- Whether or not to import bone scales. False by default (i.e. override bone scales to 1.0) for legacy compatibility. Only applicable to fbx files.
- Which entity should we spew input for? (Useful for debugging bot input)
- WL_Chest
- WL_Eyes
- WL_Feet
- WL_NotInWater
- WL_Waist

June 10th, 2022 Findings



```
  align="left">Removes any bones which are not skinned or referenced that have no children</th>
  align="left"><b>None</b></th>            <th align="left">Doesn't remove any bones</th>
+          SolarIrradiance "[ %f %f %f ]"
+          SolarPosition "[ %f %f %f ]"
+          SolarRadius "%f"
       !s99
       #jT$
+      //---- Texture ----
+      6    9J
       9H0t
       <b>Single</b>: Extract motion from the first frame of the animation.<br>
       <b>Specified</b>: Specify the frame ranges with which to extract motion.<br>

       ?dataChanged@QListView@@MEAAXAEBVQModelIndex@@@AEBV?$QVector@H@@@Z
       ?dataChanged@QTreeView@@UEAAXAEBVQModelIndex@@@AEBV?$QVector@H@@@Z
       ?defaultWidget@QWidgetAction@@QEBAPEAVQWidget@@XZ
+      @3g"
+      @ffffZ/(
+      @y%$-
+      Attributes
       D$0H
+      K<p9@Nd
+      R)v4N
+      R)v4n
+      SkyTexture "materials/skybox/skymodel_hosekwilkie_ref/%s.exr"
       You must construct it with ORDERED_CONSTRUCT macro in the dependency resolution function.
       float2( %.6f, %.6f )%s
+      g_flBrightnessExposureBias "0.000"
+      g_flRenderOnlyExposureBias "0.000"
+      h    |@
       kE>fvw
+      rY@r
+      shader "sky.vfx"
```

```
+ m_nNextPrimaryAttackTick
  m_nNextRegenThink
  m_nNextSceneEventId
+ m_nNextSecondaryAttackTick
```

```
54      m_flNextLightningStartTime
55      m_flNextPreGameThink
56  +   m_flNextPrimaryAttackTickRatio
57      m_flNextRandAnim
58  +   m_flNextSecondaryAttackTickRatio
59      m_flNextSparkTime
```

```
- materials/editor/point_pulse.vmat
- materials/models/solids/black_unlit.vmat
- materials/particle/particle_debris_02c.vtex
- particles/dev/dev_lightning_long.vpcf
- textures/dev/arhosek_skymodel_limb_darkening_datasets.vtex
- textures/dev/arhosek_skymodel_solar_datasets.vtex
- materials/editor/point_pulse_color_psd_e7f204fc.vtex
```

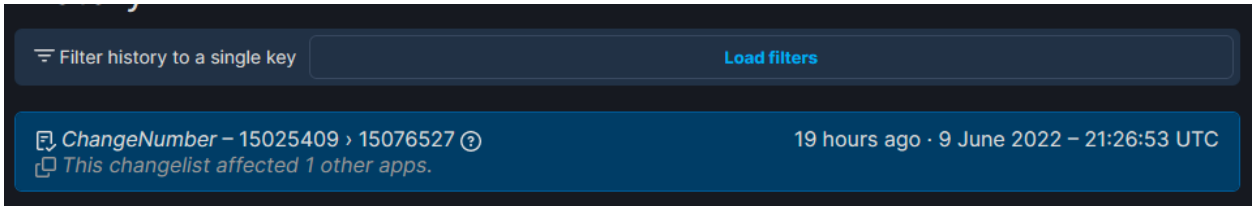
```
91      CHandle
92    + CHitBox
93    + CHitBoxSet
94    + CHitBoxSetList
```

```
      <tr><td>Bone</td><td>%s</td></tr>
    + <tr><td>Capsule Radius</td><td>%g</td></tr>
    + <tr><td>Capsule p0</td><td>{%g,%g,%g}</td></tr>
    + <tr><td>Capsule p1</td><td>{%g,%g,%g}</td></tr>
      <tr><td>Entity ID</td><td>%d (0x%X)</td></tr>
      <tr><td>Mask <i>OFF<i></td>
      <tr><td>Max</td><td>{%g,%g,%g}</td></tr>
      <tr><td>Min</td><td>{%g,%g,%g}</td></tr>
      <tr><td>Name</td><td>%s</td></tr>
      <tr><td>Position</td><td>{%g,%g,%g}</td></tr>
      <tr><td>Set <b>ON</b></td>
    + <tr><td>Shape Type</td><td>Invalid %d</td></tr>
    + <tr><td>Sphere Center</td><td>{%g,%g,%g}</td></tr>
    + <tr><td>Sphere Radius</td><td>%g</td></tr>
```

```
    IImageSource
  + IKSOLVER_CCD
  + IKSOLVER_DogLeg3Bone
  + IKSOLVER_Fabrik
  + IKSOLVER_Perlin
  + IKSOLVER_TwoBone
```

https://steamdb.info/app/2050090/

https://steamdb.info/changelist/15076527/


Filter history to a single key
Load filters
ChangeNumber – 15025409 › 15076527
19 hours ago · 9 June 2022 – 21:26:53 UTC
This changelist affected 1 other apps.