

# helper\_props.hps

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## SwingDoor\_PushOpen

```
void SwingDoor_PushOpen(const tString &in asName,  
                        float afImpulseAmount,  
                        int alNumOfTimes=1,  
                        float afTimeBetweenPushes=0.1)
```

Pushes a door open using one or many impulses

- **asName**: name of the door.
  - **afImpulseAmount**: Amount of impulse that will be applied to the door.
  - **alNumOfTimes**: Number of times the impulse will be applied.
  - **afTimeBetweenPushes**: Pause interval between two impulses.
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## \_Timer\_HelperPushOpen\_Impulse

```
void _Timer_HelperPushOpen_Impulse(const tString &in asTimer)
```

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## \_Timer\_HelperPushOpen\_AutoClose

```
void _Timer_HelperPushOpen_AutoClose(const tString &in asTimer)
```

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## Grab\_GetGrabbedProp

```
cLuxProp Grab_GetGrabbedProp()
```

Returns the currently grabbed prop, or null if there isn't one.

**Returns:** a pointer to the currently grabbed prop

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## Entity\_SetCustomInteractIcon

```
void Entity_SetCustomInteractIcon(const tString &in asName,  
                                  eCrossHairState aIcon)
```

Sets the interaction icon for an entity. Currently only works for MoveBody, MoveableButton, Lever, Rigid and Triggers.

- **asName**: name of the entity.
- **alcon**: The interaction icon.

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