User Variables window

With this window, one can set up properties for the entity. First, a type and subtype(if any) shall be picked from the respective combo boxes. When this is done, a list of variables will appear below them.

| User Defi | ned Variables | | | | × |
|-----------|----------------------------|-----------|------------|---|---|
| Туре | Lamp | ▼ SubType | | - | |
| Uncatego | prized | | <i>h</i> 2 | | - |
| Health | | | 100 분 | | |
| Toughn | ess | | o <u></u> | | |
| MaxFoc | usDistance | | 0 + | | |
| MainPhy | sicsBody | | | | |
| Shor | vMesh DiveOnDestruction | | | | |
| Dissolv | Time | | 1.0 ± | | |
| EffectsC | InSound | | | | |
| Effects | ffSound | | | | |
| EffectsC | InTime | | 1 # | | |
| EffectsC | ffTime | | 1 # | | |
| EffectsC | ffLightColor | | | | |
| Effects | ffLightRadius | | -1 # | | |
| Short | vHints | | | | |
| Stat | cMoveCheckCollision | | | | |
| StaticMe | oveStartSound | | | | - |
| | | C | K Cancel | | |

If defined, you can get information on a variable by moving the mouse over it.

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| ser Defined Variables | | | |
|--------------------------|---------|-------------------------------------------------|---|
| Type Lamp | SubType | | |
| Uncategorized | | | |
| Health | | 100 ± | - |
| Toughness | | 0 # | |
| MaxFocusDistance | | 0 4 | |
| MainPhysicsBody | | Max distance the entity can be interacted with | |
| ShowMesh | | Hax distance the entity can be interacted with. | |
| DissolveOnDestruction | | | |
| DissolveTime | | 1.0 # | |
| EffectsOnSound | | | |
| EffectsOffSound | | | |
| EffectsOnTime | | 1 # | |
| EffectsOffTime | | 1 # | |
| EffectsOffLightColor | | | |
| EffectsOffLightRadius | | -1 # | |
| ShowHints | | _ | |
| StaticMoveCheckCollision | | | |
| StaticMoveStartSound | | | - |

NOTE: These variables are game-specific.

