

# Prop Types

Most props can be manipulated in some way using Prop\_ helper functions (and normal Entity\_ helper functions).

## Prop\_Button

A button that can be locked, disabled or enabled. Can be controlled through Button\_ helper functions.

## Prop\_CatherineTool

The Omnitool. Use CathTool\_ helper methods.

## Prop\_Datamine

An object which can be datamined by the player to pull out the last recorded audio. Use Datamine\_ helper functions. You can also use [Datamine Areas](#) for this.

## Prop\_EnergySource

A source of healing energy - the Wau flower. Use EnergySource\_ helper methods and use along with the [Player Energy](#) user module.

## Prop\_Grab

A physics-based prop that can be picked up, turned and examined by the player. Make sure the body mass isn't 0!

## Prop\_HandheldTerminal

Same as terminal, but can be picked up. Used for Datapads, mobile phones and cameras. Use Terminal\_ helper functions and see [GUI](#) for more info.

## Prop\_HudObject

An object which will be used as the 'held in hands' version of a Prop\_Tool.

## Prop\_Lamp

Very straightforward - a prop which can have illumination switched on and off with Lamp\_SetLit. Often connected to additional in-level lights. Can be controlled through Lamp\_ helper functions.

## Prop\_LevelDoor

An object which, when interacted with, will load a new level. Nearly obsolete now due to level streaming.

## Prop\_Lever

Any sort of lever. Needs a Hinge joint. Use Lever\_ helper functions.

## Prop\_Meter

For creating analogue meters, where a needle rotates across a display (can also be used for analogue clocks). Use Meter\_ helper functions.

## Prop\_MoveObject

An object which can be smoothly moved or rotated between two different points e.g. a ladder that slides into place, or a wall that turns to reveal a secret passage, or a cargo lift. Use MoveObject\_ helper functions.

## Prop\_MovingButton

A button object which has a moving or rotating component e.g. a pushbutton or a tap. Can be manipulated in different ways. Use MovingButton\_ helper functions.

## Prop\_MultiSlider

Like a slider, but has multiple positions / states (not used in SOMA).

## Prop\_OmniSlot

A slot which you can plug the Omnitool into. Use `Omnislot_` and `CathTool_` helper methods.

## Prop\_OmnitoolPanel

An Omnitool panel i.e. the ones you wave the Omnitool at to get access. Use `OmniPanel_` helper methods.

## Prop\_PlayerHands

A set of player hands containing a whole bunch of animations for use with the [Player Hands](#) user module. Use `PlayerHands_` helper methods.

## Prop\_PhysicsSlideDoor

A physics-based version of the SlideDoor object - allows the player to manually move the door. Use `PhysicsSlideDoor_` helper functions.

## Prop\_Push

A physics-based prop that can be grabbed and pushed around (but not picked up).

## Prop\_Readable

An object which can be picked up, rotated, and has text associated with it e.g. a letter, a book.

## Prop\_Rigid

The basic physics-based object; can't be interacted with by default.

## Prop\_Slide

An object with a body in it that can be grabbed and slid along a joint e.g. a drawer. Must include a Slider joint. Can be controlled through `Slide_` helper functions.

## Prop\_SlideDoor

A door that slides open on a Slider joint - use `SlideDoor_` helper functions.

## Prop\_SwingDoor

A door that swings. 😊. Can be controlled through `SwingDoor_` helper functions.

## Prop\_Tear

An object which allows one body to be 'torn' away from another by the player. Used for things like emergency covers on boxes.

## Prop\_Terminal

An object with a GUI surface on e.g. a computer monitor or door panel. Use `Terminal_` helper functions, and `ImGui_` functions for drawing on the GUI surface - see [GUI](#) for more info.

## Prop\_Tool

Objects which can be picked up by the player and then go into the player's inventory e.g. computer chips, the Omnitool, the stun gun. Used in conjunction with [Tool Areas](#) and the [Player Tool Module](#).

## Prop\_Wheel

A turnable wheel, such as a valve wheel. Must have a Hinge joint. Can be controlled through `Wheel_` helper functions.

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