

Player Tool

Helper function prefix: Player_

This module handles the player's use of `Prop_Tool` objects that they pick up, including maintaining an inventory list, deciding if a tool is equipped (shown in the player's hands) and whether tools can be used on particular entities or areas. In SOMA, this covers things like the Omnitool or scan chips.

Important Functions

Player_PlayCustomToolAnimation

Plays an animation on the currently displayed tool's entity.

Player_ToolsInInventory

Checks to see if the player has picked up a tool with this name.

Player_EquipTool

The player holds up the tool in his hand if it's in the inventory.

Player_UnequipTool

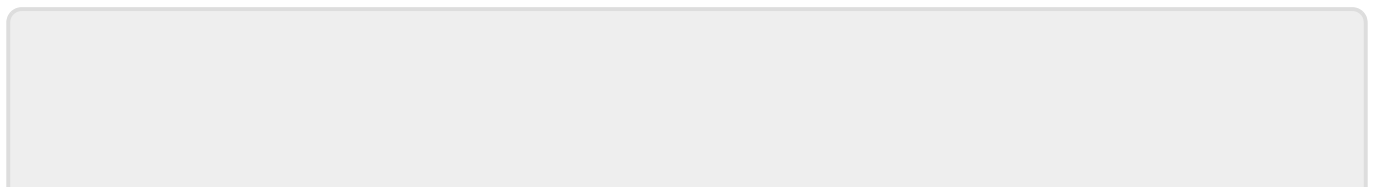
The player puts away the tool in his hand.

Player_RemoveTool

The tool is removed from the player's inventory

Player_RemoveAllTools

All tools are removed from the player's inventory



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