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## entity():lookupAttachment(String)

#### Code:

```
ID = owner():lookupAttachment("eyes")
```

# models\airboat.mdl

#### **Attachments:**

## Code:

```
muzzle
vehicle_driver_eyes
vehicle_feet_passenger0
vehicle_headlight
gun
wheel_fl
wheel_fr
wheel_rl
wheel_rr
raytrace_fl
raytrace_fr
raytrace_rl
raytrace_rr
splash_pt
enter1
enter2
enter3
enter4
enter5
enter6
enter7
enter8
exit1
exit2
exit3
exit4
exit5
exit6
exit7
exit8
exit9
```

## models\alyx.mdl

#### **Attachments:**

## Code:

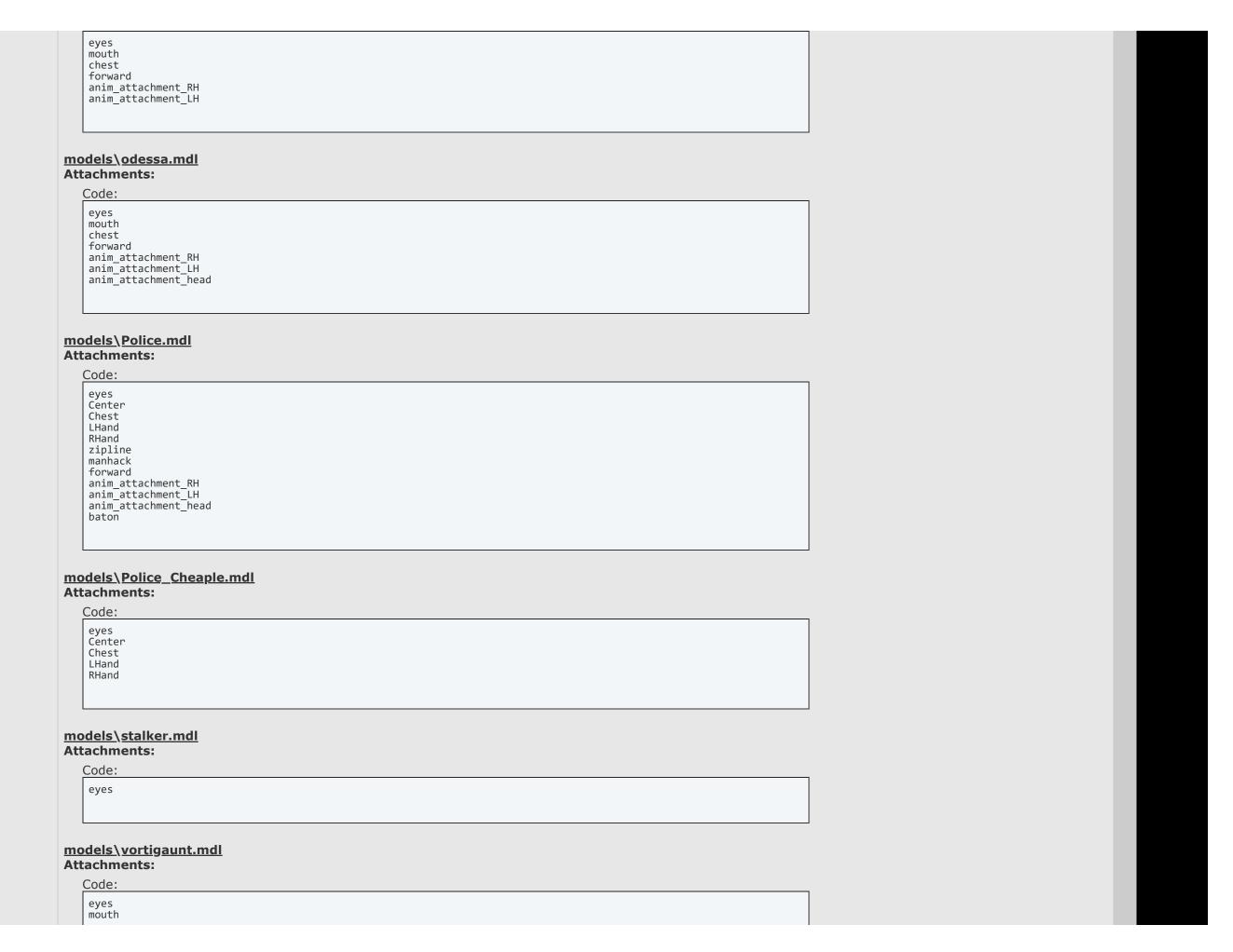
```
eyes
lefteye
righteye
nose
mouth
amulet
chest
hips
lefthand
righthand
pouch1
pouch2
physgun_attachment
emp
emp_LH
Emp_Holster
R_shoulderBladeAim
L_shoulderBladeAim
forward
anim_attachment_RH
anim_attachment_LH
```

```
models\antlion.mdl
Attachments:
     Code:
     leftfront
rightfront
leftrear
rightrear
models\antlion_guard.mdl
Attachments:
     Code:
     attach_glow1
attach_glow2
     leftfront
rightfront
models\barnacle.mdl
Attachments:
     Code:
     TongueEnd
TongueSplineEnd
StrikeHeadAttach
StrikePoint
NeckHeight
      innards
models\barney.mdl
Attachments:
    Code:
     eyes
mouth
chest
     helmet_attachment
faceplate_attachment
      forward
     anim_attachment_RH
anim_attachment_LH
anim_attachment_head
models\breen.mdl
Attachments:
    Code:
     eyes
mouth
chest
     physgun_attachment
forward
     anim_attachment_RH
anim_attachment_LH
anim_attachment_head
```

```
models\buggy.mdl
Attachments:
     Code:
    levitate_target
gun_ref
wheel_fl
wheel_fr
wheel_rrl
wheel_rr
vehicle_driver_eyes
vehicle_feet_passenger0
vehicle_engine
exit1
      exit1
      exit2
      exit3
     exit4
exit5
     exit6
exit7
      exit8
      enter1
      enter2
      enter3
      enter4
     beam_damage
seagull_perch1
seagull_perch2
seagull_perch3
taucannon
headlight
Muzzle
models\Combine_Scanner.mdl
Attachments:
    Code:
     light
      eyes
models\Combine_Soldier.mdl
models\Combine_Soldier_PrisonGuard.mdl
models\Combine Super Soldier.mdl
Attachments:
     Code:
     lefthand
      zipline
      eyes
     beam_damage
anim_attachment_RH
anim_attachment_LH
models\Combine_Strider.mdl
Attachments:
     Code:
     left foot
right foot
back foot
      kneeL
      kneeR
      kneeB
      left skewer
      right skewer
```

```
BigGun
MiniGun
MiniGunBase
vehicle_driver_eyes
vehicle_driver_exit
buster_target
models\dog.mdl
Attachments:
      Code:
      eyes
forward
      physgun
thumb
       pinky
       index
      bigPhys_attachment
groundTarget
chestTarget
__illumPosition
Cable1a
      Cable1b
Cable1c
Cable2a
      Cable2b
Cable2c
       Cable3a
      Cable3b
Cable3c
      Cable3d
Cable4a
Cable4b
Cable4c
       Cable4d
      Cable5a
Cable5b
       Cable6a
       Cable6b
       Cable7a
       Cable7b
models\eli.mdl
Attachments:
     Code:
      eyes
mouth
chest
      LabPart_attachment
MossyHandlK_Attachment
attach_crowbar
attach_tongue
       forward
      anim_attachment_RH
anim_attachment_LH
anim_attachment_head
models\gman.mdl
Attachments:
      Code:
      eyes
mouth
       chest
      cameraeye
mouth_left
cheekbone_left
attach_lShoulderAim
```

```
attach_rShoulderAim
     forward
    anim_attachment_RH
anim_attachment_LH
anim_attachment_head
models\headcrab.mdl
models\headcrabblack.mdl
models\headcrabclassic.mdl
models\Lamarr.mdl
models\soldier_stripped.mdl
models\Synth.mdl
-none
models\Kleiner.mdl
Attachments:
    Code:
    eyes
lefteye
    righteye
    nose
    mouth
    tie
    pen
chest
    hips
    lefthand
     righthand
    attach_lShoulderAim
attach_rShoulderAim
     forward
    anim_attachment_RH
anim_attachment_LH
anim_attachment_head
models\manhack.mdl
Attachments:
   Code:
    Eye
Light
models\monk.mdl
Attachments:
   Code:
    eyes
mouth
chest
    muzzle
    forward
    anim_attachment_RH
anim_attachment_LH
anim_attachment_head
models\mossman.mdl
Attachments:
   Code:
```



```
leftclaw
rightclaw
hat
ladel_attachment
cleaver_attachment
alyx_attachment
attach_lShoulderBladeAim
attach_rShoulderBladeAim
nectar
     nectar
     forward
models\Zombie\Classic.mdl
Attachments:
    Code:
     headcrab
    eyes
head
     chest
    Blood_Left
Blood_Right
models\Zombie\Fast.mdl
Attachments:
    Code:
     headcrab
     head
     chest
    Blood_Left
Blood_Right
Cable1a
     Cable1b
    Cable2a
Cable2b
models\Zombie\Poison.mdl
Attachments:
    Code:
    eyes
head
     chest
     headcrab1
    headcrab2
headcrab3
     headcrab4
    headcrab5
Blood_Left
Blood_Right
models\Vehicles\prisoner_pod_inner.mdl
Attachments:
    Code:
     vehicle_driver_eyes
     enter1
     exit1
     exit3
     beamFX_attachment
```

```
models\humans\Group01\
models\humans\Group02\
models\humans\Group03\
models\humans\Group03m\
Female_01.mdl
Female_02.mdl
Female_03.mdl
Female_04.mdl
Female_06.mdl
Female_07.mdl
Attachments:
   Code:
    eyes
    mouth
    chest
    forward
    anim_attachment_RH
    anim_attachment_LH
models\humans\Group01\
models\humans\Group02\
models\humans\Group03\
models\humans\Group03m\
Male_01.mdl
Male_02.mdl
Male_03.mdl
Male_04.mdl
Male_05.mdl
Male_06.mdl
Male_07.mdl
Male_08.mdl
Male_09.mdl
Attachments:
   Code:
    eyes
    mouth
    chest
    forward
   anim_attachment_RH
anim_attachment_LH
anim_attachment_head
Last edited by OmicroN; 10-02-2009 at 08:43 AM.
                                                                                                                                                                      Share
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CPU-Z

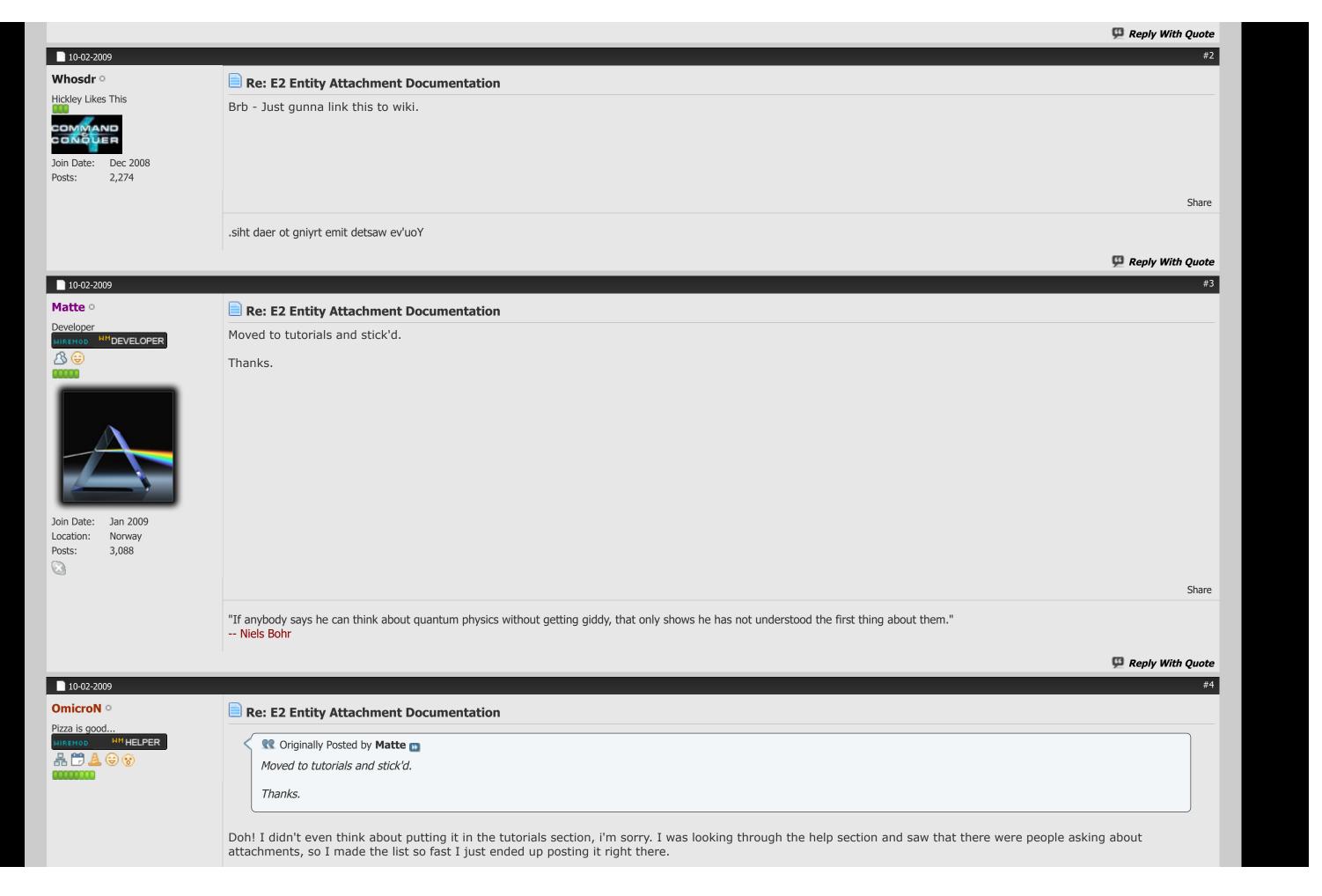
CPU: AMD PHENOM II NY 965 @ 8.91 GHZ 117 N 200 MHZ 1 L2: 9 N 512

VALIDATOR

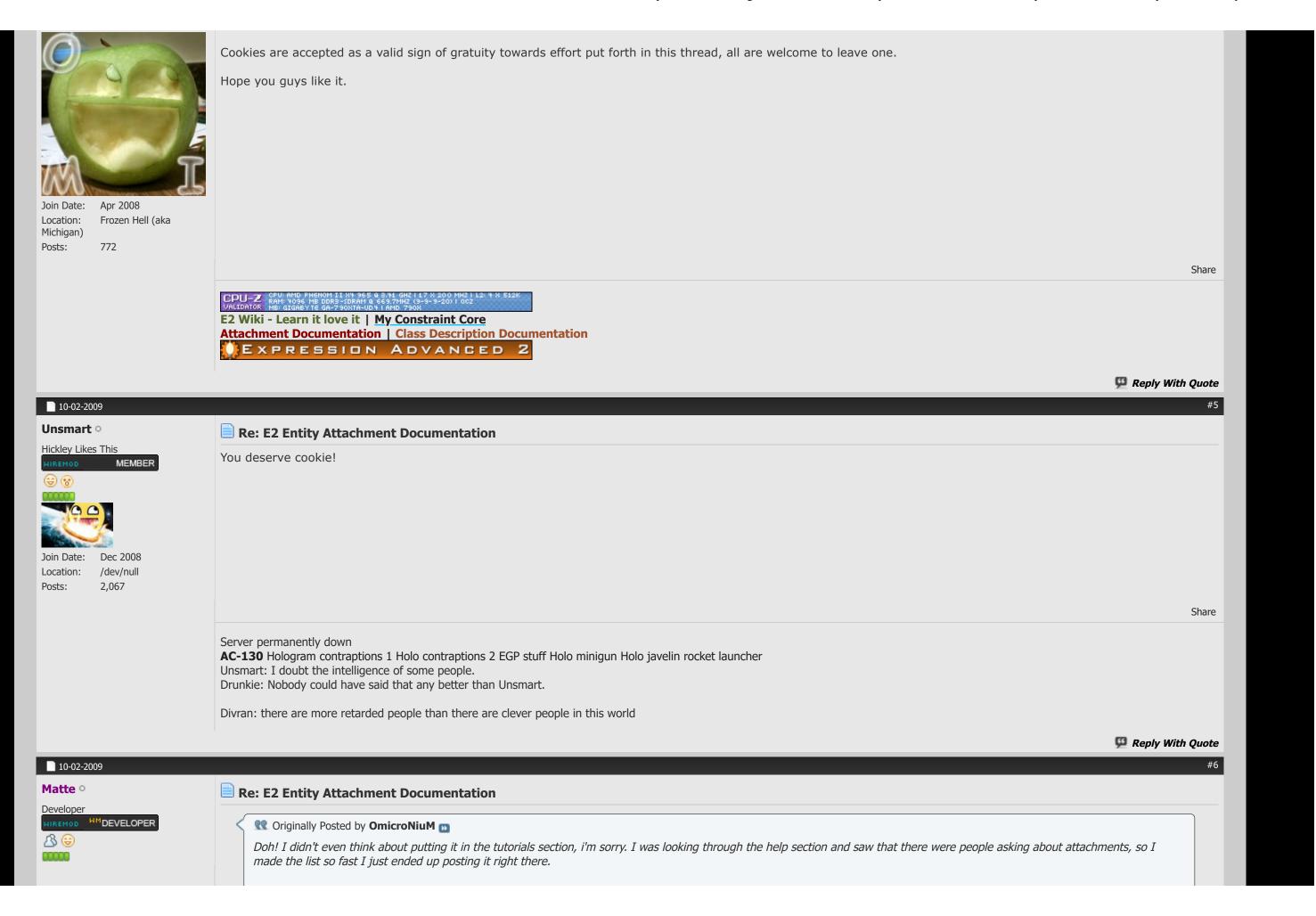
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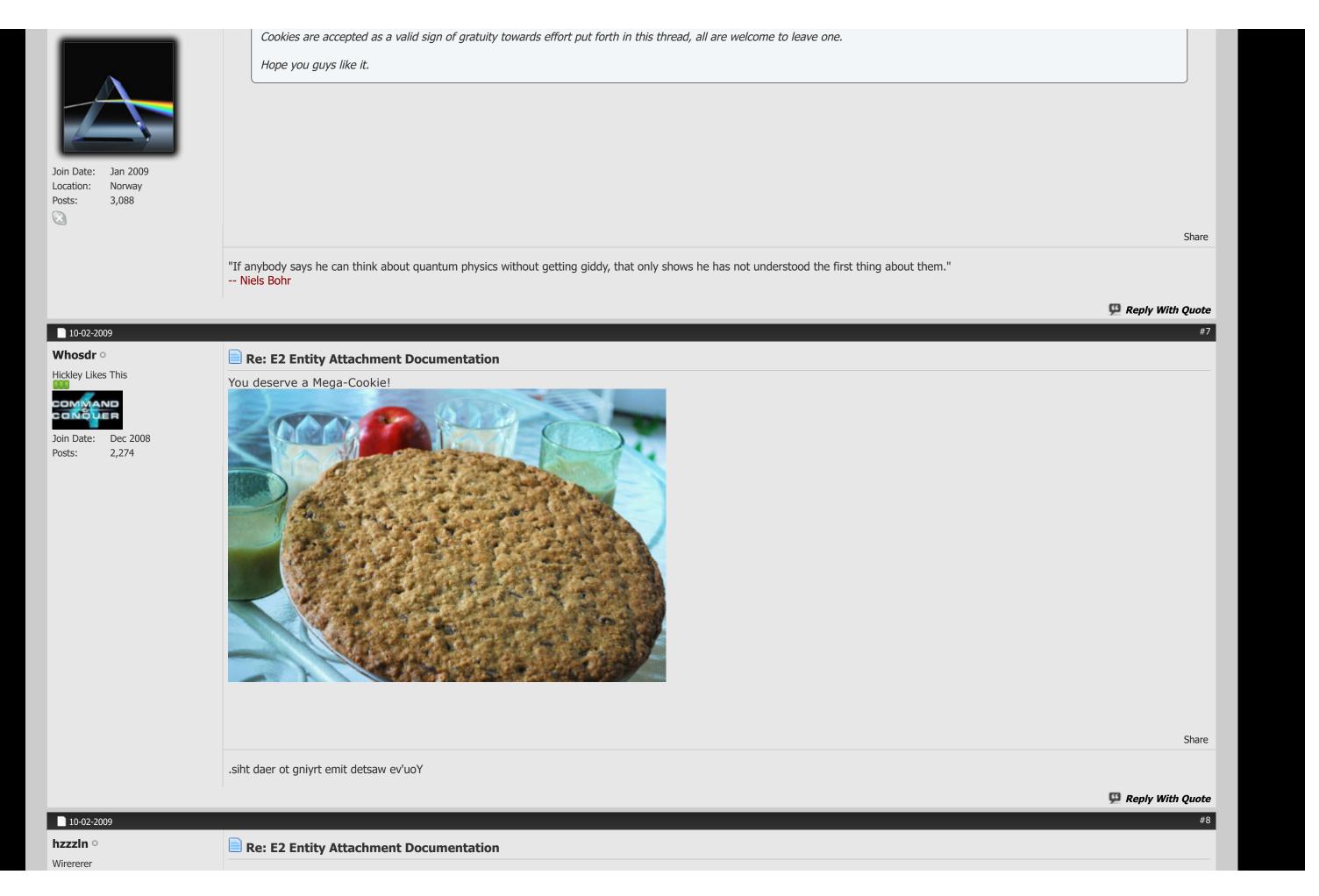
MB: G168YYE 64-790XT8-UDY 1 AMD 790X
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EXPRESSION ADVANCED 2
```

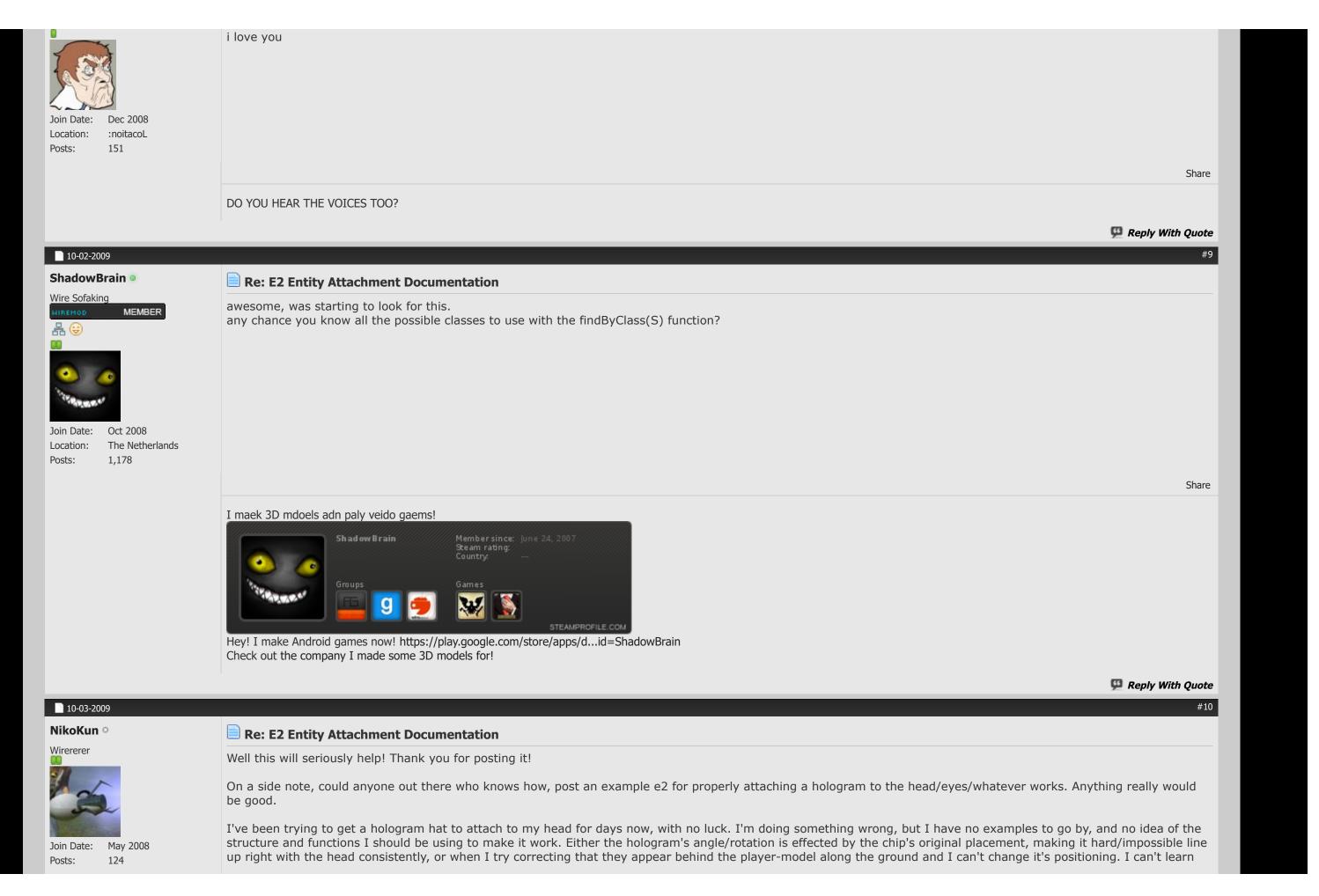
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