Table: DT\_BubbleBall

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_AI\_BaseNPC

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_lifeState - type: 0 - elements: 1 - offset: 0x9C

Prop: m\_bPerformAvoidance - type: 0 - elements: 1 - offset: 0x100C

Prop: m\_bIsMoving - type: 0 - elements: 1 - offset: 0x100D

Prop: m\_bIsJumping - type: 0 - elements: 1 - offset: 0x100E

Prop: m\_bFadeCorpse - type: 0 - elements: 1 - offset: 0x100F

Prop: m\_iDeathPose - type: 0 - elements: 1 - offset: 0xBE0

Prop: m\_iDeathFrame - type: 0 - elements: 1 - offset: 0xBE4

Prop: m\_bSpeedModActive - type: 0 - elements: 1 - offset: 0x1011

Prop: m\_iSpeedModRadius - type: 0 - elements: 1 - offset: 0x1014

Prop: m\_iSpeedModSpeed - type: 0 - elements: 1 - offset: 0x1018

Prop: m\_bImportanRagdoll - type: 0 - elements: 1 - offset: 0x1010

Prop: m\_bInChoreo - type: 0 - elements: 1 - offset: 0xB10

Prop: m\_npcSateNet - type: 0 - elements: 1 - offset: 0xB9C

Table: DT\_Altar

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_BaseAnimating

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_nForceBone - type: 0 - elements: 1 - offset: 0x3E0

Prop: m\_vecForce - type: 2 - elements: 1 - offset: 0x3E4

Prop: m\_nSkin - type: 0 - elements: 1 - offset: 0x3F0

Prop: m\_nBody - type: 0 - elements: 1 - offset: 0x3F4

Prop: m\_nHitboxSet - type: 0 - elements: 1 - offset: 0x3F8

Prop: m\_flModelWidthScale - type: 1 - elements: 1 - offset: 0x3FC

Prop: m\_flPoseParameter - type: 5 - elements: 1 - offset: 0x430

Prop: m\_nSequence - type: 0 - elements: 1 - offset: 0x42C

Prop: m\_flPlaybackRate - type: 1 - elements: 1 - offset: 0x400

Prop: m\_flEncodedController - type: 5 - elements: 1 - offset: 0x490

Prop: m\_bClientSideAnimation - type: 0 - elements: 1 - offset: 0x4A0

Prop: m\_bClientSideFrameReset - type: 0 - elements: 1 - offset: 0x4A1

Prop: m\_nNewSequenceParity - type: 0 - elements: 1 - offset: 0x4A4

Prop: m\_nResetEventsParity - type: 0 - elements: 1 - offset: 0x4A8

Prop: m\_nMuzzleFlashParity - type: 0 - elements: 1 - offset: 0x4B0

Prop: m\_hLightingOrigin - type: 0 - elements: 1 - offset: 0x4B4

Prop: m\_hLightingOriginRelative - type: 0 - elements: 1 - offset: 0x4B8

Prop: serveranimdata - type: 5 - elements: 1 - offset: 0x0

Prop: m\_fadeMinDist - type: 1 - elements: 1 - offset: 0x50C

Prop: m\_fadeMaxDist - type: 1 - elements: 1 - offset: 0x510

Prop: m\_flFadeScale - type: 1 - elements: 1 - offset: 0x514

Prop: m\_hRagdollBlender - type: 0 - elements: 1 - offset: 0x4D0

Prop: m\_isLiftable - type: 0 - elements: 1 - offset: 0x4D8

Prop: m\_lastSpeakTime - type: 1 - elements: 1 - offset: 0x508

Prop: m\_lastRegisterAnimEvent - type: 0 - elements: 1 - offset: 0x590

Table: DT\_BaseAnimatingOverlay

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: overlay\_vars - type: 5 - elements: 1 - offset: 0x0

Table: DT\_BaseCombatCharacter

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: bcc\_localdata - type: 5 - elements: 1 - offset: 0x0

Prop: m\_hActiveWeapon - type: 0 - elements: 1 - offset: 0x99C

Prop: m\_hMyWeapons - type: 5 - elements: 1 - offset: 0x8DC

Prop: m\_iHealth - type: 0 - elements: 1 - offset: 0x84

Prop: m\_lifeState - type: 0 - elements: 1 - offset: 0x9C

Prop: m\_iMaxHealth - type: 0 - elements: 1 - offset: 0x80

Prop: m\_stamina - type: 0 - elements: 1 - offset: 0x9A0

Prop: m\_maxStamina - type: 0 - elements: 1 - offset: 0x9A8

Prop: m\_downGauge - type: 1 - elements: 1 - offset: 0x9B8

Prop: m\_level - type: 0 - elements: 1 - offset: 0x9CC

Prop: m\_surfaceType - type: 0 - elements: 1 - offset: 0x9D8

Prop: m\_figureHeightRatio - type: 1 - elements: 1 - offset: 0xA20

Prop: m\_figureBustRatio - type: 1 - elements: 1 - offset: 0xA24

Prop: m\_bShouldDrawHudName - type: 0 - elements: 1 - offset: 0xA2C

Prop: m\_useHeightCorrection - type: 0 - elements: 1 - offset: 0xA41

Prop: m\_isAllowInternalMovement - type: 0 - elements: 1 - offset: 0xA42

Prop: m\_motionSpeedStatusEffect - type: 1 - elements: 1 - offset: 0xA74

Prop: m\_isMotionEnabled - type: 0 - elements: 1 - offset: 0xAB0

Prop: m\_ignoreBloodImpact - type: 0 - elements: 1 - offset: 0xA40

Prop: m\_handIKController - type: 5 - elements: 1 - offset: 0xA78

Prop: m\_isFriendlyFireOn - type: 0 - elements: 1 - offset: 0xAB8

Prop: m\_statusFlags - type: 0 - elements: 1 - offset: 0xAD0

Table: DT\_BaseCombatWeapon

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: LocalWeaponData - type: 5 - elements: 1 - offset: 0x0

Prop: LocalActiveWeaponData - type: 5 - elements: 1 - offset: 0x0

Prop: m\_iViewModelIndex - type: 0 - elements: 1 - offset: 0x5AC

Prop: m\_iWorldModelIndex - type: 0 - elements: 1 - offset: 0x5B0

Prop: m\_iShellModelIndex - type: 0 - elements: 1 - offset: 0x5B4

Prop: m\_iState - type: 0 - elements: 1 - offset: 0x5D4

Prop: m\_hOwner - type: 0 - elements: 1 - offset: 0x594

Prop: m\_iSubType - type: 0 - elements: 1 - offset: 0x608

Table: DT\_BaseDoor

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_flWaveHeight - type: 1 - elements: 1 - offset: 0x468

Table: DT\_BaseEntity

Prop: AnimTimeMustBeFirst - type: 5 - elements: 1 - offset: 0x0

Prop: m\_flSimulationTime - type: 0 - elements: 1 - offset: 0x2C

Prop: m\_vecOrigin - type: 2 - elements: 1 - offset: 0x340

Prop: m\_nModelIndex - type: 0 - elements: 1 - offset: 0x1E

Prop: m\_Collision - type: 5 - elements: 1 - offset: 0x104

Prop: m\_nRenderFX - type: 0 - elements: 1 - offset: 0x1C

Prop: m\_nRenderMode - type: 0 - elements: 1 - offset: 0x1D

Prop: m\_fEffects - type: 0 - elements: 1 - offset: 0x6C

Prop: m\_clrRender - type: 0 - elements: 1 - offset: 0x20

Prop: m\_iTeamNum - type: 0 - elements: 1 - offset: 0x22C

Prop: m\_CollisionGroup - type: 0 - elements: 1 - offset: 0x218

Prop: m\_flElasticity - type: 1 - elements: 1 - offset: 0x2A4

Prop: m\_flShadowCastDistance - type: 1 - elements: 1 - offset: 0x220

Prop: m\_hOwnerEntity - type: 0 - elements: 1 - offset: 0x210

Prop: m\_hEffectEntity - type: 0 - elements: 1 - offset: 0x214

Prop: moveparent - type: 0 - elements: 1 - offset: 0xF8

Prop: m\_iParentAttachment - type: 0 - elements: 1 - offset: 0xED

Prop: m\_iParentBoneIndex - type: 0 - elements: 1 - offset: 0xF0

Prop: movetype - type: 0 - elements: 1 - offset: 0xF4

Prop: movecollide - type: 0 - elements: 1 - offset: 0xF5

Prop: m\_angRotation - type: 2 - elements: 1 - offset: 0x34C

Prop: m\_iTextureFrameIndex - type: 0 - elements: 1 - offset: 0x2D0

Prop: predictable\_id - type: 5 - elements: 1 - offset: 0x0

Prop: m\_bSimulatedEveryTick - type: 0 - elements: 1 - offset: 0x2D1

Prop: m\_bAnimatedEveryTick - type: 0 - elements: 1 - offset: 0x2D2

Prop: m\_bAlternateSorting - type: 0 - elements: 1 - offset: 0x2D3

Prop: m\_spawnflags - type: 0 - elements: 1 - offset: 0xB4

Prop: m\_isExcludeEyeTarget - type: 0 - elements: 1 - offset: 0x378

Prop: m\_isExcludeAutoTargeting - type: 0 - elements: 1 - offset: 0x379

Prop: m\_flRenderTimeScale - type: 2 - elements: 1 - offset: 0x37C

Table: DT\_BaseFlex

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_flexWeight - type: 5 - elements: 1 - offset: 0x5A8

Prop: m\_blinktoggle - type: 0 - elements: 1 - offset: 0x6B4

Prop: m\_viewtarget - type: 2 - elements: 1 - offset: 0x6A8

Table: DT\_BaseGrenade

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_flDamage - type: 1 - elements: 1 - offset: 0xAE8

Prop: m\_DmgRadius - type: 1 - elements: 1 - offset: 0xADC

Prop: m\_bIsLive - type: 0 - elements: 1 - offset: 0xAD9

Prop: m\_hThrower - type: 0 - elements: 1 - offset: 0xAF0

Prop: m\_vecVelocity - type: 2 - elements: 1 - offset: 0x2C4

Prop: m\_fFlags - type: 0 - elements: 1 - offset: 0xBC

Table: DT\_BaseParticleEntity

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_BasePinupable

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: pTargetNpc - type: 0 - elements: 1 - offset: 0x828

Prop: pinnupBoneIndex - type: 0 - elements: 1 - offset: 0x82C

Table: DT\_BasePlayer

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: pl - type: 5 - elements: 1 - offset: 0xC94

Prop: m\_hVehicle - type: 0 - elements: 1 - offset: 0xD44

Prop: m\_hUseEntity - type: 0 - elements: 1 - offset: 0xD34

Prop: m\_lifeState - type: 0 - elements: 1 - offset: 0x9C

Prop: m\_flMaxspeed - type: 1 - elements: 1 - offset: 0x1070

Prop: m\_fFlags - type: 0 - elements: 1 - offset: 0xBC

Prop: m\_iObserverMode - type: 0 - elements: 1 - offset: 0xD70

Prop: m\_hObserverTarget - type: 0 - elements: 1 - offset: 0xD80

Prop: m\_iFOV - type: 0 - elements: 1 - offset: 0xD74

Prop: m\_iDefaultFOV - type: 0 - elements: 1 - offset: 0xD78

Prop: m\_hViewModel - type: 0 - elements: 1 - offset: 0xF8C

Prop: m\_hViewModel - type: 4 - elements: 2 - offset: 0x0

Prop: m\_szLastPlaceName - type: 3 - elements: 1 - offset: 0x1154

Prop: m\_szNetname - type: 3 - elements: 1 - offset: 0x1114

Prop: localdata - type: 5 - elements: 1 - offset: 0x0

Table: DT\_BasePropDoor

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_BaseTempEntity

Table: DT\_BaseViewModel

Prop: m\_nModelIndex - type: 0 - elements: 1 - offset: 0x1E

Prop: m\_nBody - type: 0 - elements: 1 - offset: 0x3F4

Prop: m\_nSkin - type: 0 - elements: 1 - offset: 0x3F0

Prop: m\_nSequence - type: 0 - elements: 1 - offset: 0x42C

Prop: m\_nViewModelIndex - type: 0 - elements: 1 - offset: 0x594

Prop: m\_flPlaybackRate - type: 1 - elements: 1 - offset: 0x400

Prop: m\_fEffects - type: 0 - elements: 1 - offset: 0x6C

Prop: m\_nAnimationParity - type: 0 - elements: 1 - offset: 0x5A4

Prop: m\_hWeapon - type: 0 - elements: 1 - offset: 0x5BC

Prop: m\_hOwner - type: 0 - elements: 1 - offset: 0x598

Prop: m\_nNewSequenceParity - type: 0 - elements: 1 - offset: 0x4A4

Prop: m\_nResetEventsParity - type: 0 - elements: 1 - offset: 0x4A8

Prop: m\_nMuzzleFlashParity - type: 0 - elements: 1 - offset: 0x4B0

Prop: m\_flPoseParameter - type: 1 - elements: 1 - offset: 0x430

Prop: m\_flPoseParameter - type: 4 - elements: 24 - offset: 0x0

Table: DT\_Beam

Prop: m\_nBeamType - type: 0 - elements: 1 - offset: 0x3C0

Prop: m\_nBeamFlags - type: 0 - elements: 1 - offset: 0x3C4

Prop: m\_nNumBeamEnts - type: 0 - elements: 1 - offset: 0x3B8

Prop: m\_hAttachEntity - type: 0 - elements: 1 - offset: 0x3C8

Prop: m\_hAttachEntity - type: 4 - elements: 10 - offset: 0x0

Prop: m\_nAttachIndex - type: 0 - elements: 1 - offset: 0x3F0

Prop: m\_nAttachIndex - type: 4 - elements: 10 - offset: 0x0

Prop: m\_nHaloIndex - type: 0 - elements: 1 - offset: 0x3BC

Prop: m\_fHaloScale - type: 1 - elements: 1 - offset: 0x424

Prop: m\_fWidth - type: 1 - elements: 1 - offset: 0x418

Prop: m\_fEndWidth - type: 1 - elements: 1 - offset: 0x41C

Prop: m\_fFadeLength - type: 1 - elements: 1 - offset: 0x420

Prop: m\_fAmplitude - type: 1 - elements: 1 - offset: 0x428

Prop: m\_fStartFrame - type: 1 - elements: 1 - offset: 0x42C

Prop: m\_fSpeed - type: 1 - elements: 1 - offset: 0x430

Prop: m\_nRenderFX - type: 0 - elements: 1 - offset: 0x1C

Prop: m\_nRenderMode - type: 0 - elements: 1 - offset: 0x1D

Prop: m\_flFrameRate - type: 1 - elements: 1 - offset: 0x3A8

Prop: m\_flHDRColorScale - type: 1 - elements: 1 - offset: 0x3AC

Prop: m\_flFrame - type: 1 - elements: 1 - offset: 0x434

Prop: m\_clrRender - type: 0 - elements: 1 - offset: 0x20

Prop: m\_vecEndPos - type: 2 - elements: 1 - offset: 0x438

Prop: m\_nModelIndex - type: 0 - elements: 1 - offset: 0x1E

Prop: m\_vecOrigin - type: 2 - elements: 1 - offset: 0x340

Prop: moveparent - type: 0 - elements: 1 - offset: 0xF8

Prop: beampredictable\_id - type: 5 - elements: 1 - offset: 0x0

Table: DT\_BeamAttack

Prop: m\_nBeamType - type: 0 - elements: 1 - offset: 0x3A8

Prop: m\_nBeamFlags - type: 0 - elements: 1 - offset: 0x3AC

Prop: m\_nNumBeamEnts - type: 0 - elements: 1 - offset: 0x3B0

Prop: m\_hAttachEntities - type: 0 - elements: 1 - offset: 0x3B4

Prop: m\_hAttachEntities - type: 4 - elements: 10 - offset: 0x0

Prop: m\_nAttachIndices - type: 0 - elements: 1 - offset: 0x3DC

Prop: m\_nAttachIndices - type: 4 - elements: 10 - offset: 0x0

Prop: m\_fAttachTimes - type: 1 - elements: 1 - offset: 0x404

Prop: m\_fAttachTimes - type: 4 - elements: 10 - offset: 0x0

Prop: m\_nBeamTextures - type: 0 - elements: 1 - offset: 0x42C

Prop: m\_nBeamTextures - type: 4 - elements: 4 - offset: 0x0

Prop: m\_fWidth - type: 1 - elements: 1 - offset: 0x43C

Prop: m\_fEndWidth - type: 1 - elements: 1 - offset: 0x440

Prop: m\_fAmplitude - type: 1 - elements: 1 - offset: 0x448

Prop: m\_fAmplitudeSecondary - type: 1 - elements: 1 - offset: 0x44C

Prop: m\_fFuzzyMin - type: 1 - elements: 1 - offset: 0x450

Prop: m\_fFuzzyMax - type: 1 - elements: 1 - offset: 0x454

Prop: m\_fNoiseUpdateTick - type: 1 - elements: 1 - offset: 0x458

Prop: m\_fSpeed - type: 1 - elements: 1 - offset: 0x460

Prop: m\_clrRender - type: 0 - elements: 1 - offset: 0x20

Prop: m\_vecEndPoint - type: 2 - elements: 1 - offset: 0x464

Table: DT\_BoneFollower

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_modelIndex - type: 0 - elements: 1 - offset: 0x3A8

Prop: m\_solidIndex - type: 0 - elements: 1 - offset: 0x3AC

Table: DT\_Breakable

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_BreakableProp

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_iHealth - type: 0 - elements: 1 - offset: 0x84

Table: DT\_BreakableSurface

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_nNumWide - type: 0 - elements: 1 - offset: 0x458

Prop: m\_nNumHigh - type: 0 - elements: 1 - offset: 0x45C

Prop: m\_flPanelWidth - type: 1 - elements: 1 - offset: 0x460

Prop: m\_flPanelHeight - type: 1 - elements: 1 - offset: 0x464

Prop: m\_vNormal - type: 2 - elements: 1 - offset: 0x468

Prop: m\_vCorner - type: 2 - elements: 1 - offset: 0x474

Prop: m\_bIsBroken - type: 0 - elements: 1 - offset: 0x480

Prop: m\_nSurfaceType - type: 0 - elements: 1 - offset: 0x484

Prop: m\_RawPanelBitVec - type: 5 - elements: 1 - offset: 0x8C4

Table: DT\_ColorCorrection

Prop: m\_vecOrigin - type: 2 - elements: 1 - offset: 0x340

Prop: m\_MinFalloff - type: 1 - elements: 1 - offset: 0x3B0

Prop: m\_MaxFalloff - type: 1 - elements: 1 - offset: 0x3B4

Prop: m\_MaxWeight - type: 1 - elements: 1 - offset: 0x3B8

Prop: m\_netlookupFilename - type: 3 - elements: 1 - offset: 0x3BC

Prop: m\_bEnabled - type: 0 - elements: 1 - offset: 0x3A9

Table: DT\_ColorCorrectionPlayer

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_players - type: 0 - elements: 1 - offset: 0x4C4

Prop: m\_players - type: 4 - elements: 32 - offset: 0x0

Table: DT\_ColorCorrectionVolume

Prop: m\_Weight - type: 1 - elements: 1 - offset: 0x4A8

Prop: m\_lookupFilename - type: 3 - elements: 1 - offset: 0x4B0

Table: DT\_DualLinkBullet

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_DUMMY\_MaterialAnimating

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_DynamicLight

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_Flags - type: 0 - elements: 1 - offset: 0x3A9

Prop: m\_LightStyle - type: 0 - elements: 1 - offset: 0x3AA

Prop: m\_Radius - type: 1 - elements: 1 - offset: 0x3AC

Prop: m\_Exponent - type: 0 - elements: 1 - offset: 0x3B0

Prop: m\_InnerAngle - type: 1 - elements: 1 - offset: 0x3B4

Prop: m\_OuterAngle - type: 1 - elements: 1 - offset: 0x3B8

Prop: m\_SpotRadius - type: 1 - elements: 1 - offset: 0x3BC

Table: DT\_DynamicProp

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_bUseHitboxesForRenderBox - type: 0 - elements: 1 - offset: 0x71C

Prop: m\_pickingCommand - type: 3 - elements: 1 - offset: 0x72C

Prop: m\_bUseStuckSolve - type: 0 - elements: 1 - offset: 0x82B

Table: DT\_DynamicPropCarryable

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_isCarryable - type: 0 - elements: 1 - offset: 0x830

Prop: m\_carryalbeType - type: 0 - elements: 1 - offset: 0x834

Table: DT\_Effect\_Controller

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_isTurnOn - type: 0 - elements: 1 - offset: 0x3A8

Prop: m\_useLightValue - type: 1 - elements: 1 - offset: 0x3AC

Table: DT\_Embers

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_nDensity - type: 0 - elements: 1 - offset: 0x3A8

Prop: m\_nLifetime - type: 0 - elements: 1 - offset: 0x3AC

Prop: m\_nSpeed - type: 0 - elements: 1 - offset: 0x3B0

Prop: m\_bEmit - type: 0 - elements: 1 - offset: 0x3B4

Table: DT\_EntAnimatingAreaAttack

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_szAnimatingAttackType - type: 3 - elements: 1 - offset: 0x1EB4

Table: DT\_EntityDissolve

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_flStartTime - type: 1 - elements: 1 - offset: 0x3A8

Prop: m\_flFadeInStart - type: 1 - elements: 1 - offset: 0x3AC

Prop: m\_flFadeInLength - type: 1 - elements: 1 - offset: 0x3B0

Prop: m\_flFadeOutModelStart - type: 1 - elements: 1 - offset: 0x3B4

Prop: m\_flFadeOutModelLength - type: 1 - elements: 1 - offset: 0x3B8

Prop: m\_flFadeOutStart - type: 1 - elements: 1 - offset: 0x3BC

Prop: m\_flFadeOutLength - type: 1 - elements: 1 - offset: 0x3C0

Prop: m\_nDissolveType - type: 0 - elements: 1 - offset: 0x3C4

Prop: m\_vDissolverOrigin - type: 2 - elements: 1 - offset: 0x3C8

Prop: m\_nMagnitude - type: 0 - elements: 1 - offset: 0x3D4

Table: DT\_EntityFlame

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_flSize - type: 1 - elements: 1 - offset: 0x3AC

Prop: m\_hEntAttached - type: 0 - elements: 1 - offset: 0x3A8

Prop: m\_bUseHitboxes - type: 0 - elements: 1 - offset: 0x3B0

Prop: m\_flLifetime - type: 1 - elements: 1 - offset: 0x3B4

Table: DT\_EntityParticleTrail

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_iMaterialName - type: 0 - elements: 1 - offset: 0x3A8

Prop: m\_Info - type: 5 - elements: 1 - offset: 0x3AC

Prop: m\_hConstraintEntity - type: 0 - elements: 1 - offset: 0x3C0

Table: DT\_DetailController

Prop: m\_flFadeStartDist - type: 1 - elements: 1 - offset: 0x3A8

Prop: m\_flFadeEndDist - type: 1 - elements: 1 - offset: 0x3AC

Table: DT\_EnvLight

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_globalCubemap - type: 0 - elements: 1 - offset: 0x3B8

Prop: m\_AmbientLightStyle - type: 0 - elements: 1 - offset: 0x3BC

Prop: m\_lightState - type: 0 - elements: 1 - offset: 0x3C0

Table: DT\_EnvParticleScript

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_flSequenceScale - type: 1 - elements: 1 - offset: 0x594

Table: DT\_EnvProjectedTexture

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_hTargetEntity - type: 0 - elements: 1 - offset: 0x3A8

Prop: m\_bState - type: 0 - elements: 1 - offset: 0x3AC

Prop: m\_flLightFOV - type: 1 - elements: 1 - offset: 0x3B0

Prop: m\_bEnableShadows - type: 0 - elements: 1 - offset: 0x3B4

Prop: m\_bLightOnlyTarget - type: 0 - elements: 1 - offset: 0x3B5

Prop: m\_bLightWorld - type: 0 - elements: 1 - offset: 0x3B6

Prop: m\_bCameraSpace - type: 0 - elements: 1 - offset: 0x3B7

Prop: m\_cLightColor - type: 0 - elements: 1 - offset: 0x3B8

Table: DT\_QuadraticBeam

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_targetPosition - type: 2 - elements: 1 - offset: 0x3A8

Prop: m\_controlPosition - type: 2 - elements: 1 - offset: 0x3B4

Prop: m\_scrollRate - type: 1 - elements: 1 - offset: 0x3C0

Prop: m\_flWidth - type: 1 - elements: 1 - offset: 0x3C4

Table: DT\_EnvScreenEffect

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_flDuration - type: 1 - elements: 1 - offset: 0x3A8

Prop: m\_nType - type: 0 - elements: 1 - offset: 0x3AC

Table: DT\_EnvScreenOverlay

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_iszOverlayNames - type: 3 - elements: 1 - offset: 0x3A8

Prop: m\_iszOverlayNames - type: 4 - elements: 10 - offset: 0x0

Prop: m\_flOverlayTimes - type: 1 - elements: 1 - offset: 0x3D0

Prop: m\_flOverlayTimes - type: 4 - elements: 10 - offset: 0x0

Prop: m\_flStartTime - type: 1 - elements: 1 - offset: 0x3F8

Prop: m\_iDesiredOverlay - type: 0 - elements: 1 - offset: 0x3FC

Prop: m\_bIsActive - type: 0 - elements: 1 - offset: 0x400

Table: DT\_EnvSSAO

Prop: m\_bOn - type: 0 - elements: 1 - offset: 0x3A8

Prop: m\_falloffcurve - type: 1 - elements: 1 - offset: 0x3AC

Prop: m\_blendweight - type: 1 - elements: 1 - offset: 0x3B0

Prop: m\_occdist\_scale - type: 1 - elements: 1 - offset: 0x3B4

Prop: m\_occdist\_power - type: 1 - elements: 1 - offset: 0x3B8

Table: DT\_EnvTonemapController

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_bUseCustomAutoExposureMin - type: 0 - elements: 1 - offset: 0x3B8

Prop: m\_bUseCustomAutoExposureMax - type: 0 - elements: 1 - offset: 0x3B9

Prop: m\_bUseCustomBloomScale - type: 0 - elements: 1 - offset: 0x3BA

Prop: m\_flCustomAutoExposureMin - type: 1 - elements: 1 - offset: 0x3BC

Prop: m\_flCustomAutoExposureMax - type: 1 - elements: 1 - offset: 0x3C0

Prop: m\_flCustomBloomScale - type: 1 - elements: 1 - offset: 0x3C4

Prop: m\_flCustomBloomScaleMinimum - type: 1 - elements: 1 - offset: 0x3C8

Table: DT\_EnvWind

Prop: m\_EnvWindShared - type: 5 - elements: 1 - offset: 0x3A8

Table: DT\_FireSmoke

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_flStartScale - type: 1 - elements: 1 - offset: 0x3A8

Prop: m\_flScale - type: 1 - elements: 1 - offset: 0x3AC

Prop: m\_flScaleTime - type: 1 - elements: 1 - offset: 0x3B0

Prop: m\_nFlags - type: 0 - elements: 1 - offset: 0x3B4

Prop: m\_nFlameModelIndex - type: 0 - elements: 1 - offset: 0x3B8

Prop: m\_nFlameFromAboveModelIndex - type: 0 - elements: 1 - offset: 0x3BC

Table: DT\_CFish

Prop: m\_poolOrigin - type: 2 - elements: 1 - offset: 0x5C8

Prop: m\_angle - type: 1 - elements: 1 - offset: 0x5A8

Prop: m\_x - type: 1 - elements: 1 - offset: 0x59C

Prop: m\_y - type: 1 - elements: 1 - offset: 0x5A0

Prop: m\_z - type: 1 - elements: 1 - offset: 0x5A4

Prop: m\_nModelIndex - type: 0 - elements: 1 - offset: 0x1E

Prop: m\_lifeState - type: 0 - elements: 1 - offset: 0x9C

Prop: m\_waterLevel - type: 1 - elements: 1 - offset: 0x5D4

Table: DT\_FootstepControl

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_source - type: 3 - elements: 1 - offset: 0x4A4

Prop: m\_destination - type: 3 - elements: 1 - offset: 0x4A8

Table: DT\_Func\_Dust

Prop: m\_Color - type: 0 - elements: 1 - offset: 0x3A8

Prop: m\_SpawnRate - type: 0 - elements: 1 - offset: 0x3AC

Prop: m\_SpeedMax - type: 0 - elements: 1 - offset: 0x3B8

Prop: m\_flSizeMin - type: 1 - elements: 1 - offset: 0x3B0

Prop: m\_flSizeMax - type: 1 - elements: 1 - offset: 0x3B4

Prop: m\_DistMax - type: 0 - elements: 1 - offset: 0x3C4

Prop: m\_LifetimeMin - type: 0 - elements: 1 - offset: 0x3BC

Prop: m\_LifetimeMax - type: 0 - elements: 1 - offset: 0x3C0

Prop: m\_DustFlags - type: 0 - elements: 1 - offset: 0x3CC

Prop: m\_nModelIndex - type: 0 - elements: 1 - offset: 0x1E

Prop: m\_FallSpeed - type: 1 - elements: 1 - offset: 0x3C8

Prop: m\_Collision - type: 5 - elements: 1 - offset: 0x104

Table: DT\_Func\_LOD

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_fDisappearDist - type: 1 - elements: 1 - offset: 0x3A8

Table: DT\_FuncAreaPortalWindow

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_flFadeDist - type: 1 - elements: 1 - offset: 0x3B8

Prop: m\_flFadeStartDist - type: 1 - elements: 1 - offset: 0x3B4

Prop: m\_flTranslucencyLimit - type: 1 - elements: 1 - offset: 0x3BC

Prop: m\_iBackgroundModelIndex - type: 0 - elements: 1 - offset: 0x3C4

Table: DT\_FuncBrush

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_FuncClip

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_iDisabled - type: 0 - elements: 1 - offset: 0x3AC

Prop: m\_iszExcludedClass - type: 3 - elements: 1 - offset: 0x3B0

Prop: m\_bInvertExcludeClass - type: 0 - elements: 1 - offset: 0x3B4

Prop: m\_iszExcludedTargetName - type: 3 - elements: 1 - offset: 0x3B8

Prop: m\_bInvertExcludeTargetName - type: 0 - elements: 1 - offset: 0x3BC

Table: DT\_FuncConveyor

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_flConveyorSpeed - type: 1 - elements: 1 - offset: 0x3B8

Table: DT\_FuncLadder

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_vecPlayerMountPositionTop - type: 2 - elements: 1 - offset: 0x3C8

Prop: m\_vecPlayerMountPositionBottom - type: 2 - elements: 1 - offset: 0x3D4

Prop: m\_vecLadderDir - type: 2 - elements: 1 - offset: 0x3A8

Prop: m\_bFakeLadder - type: 0 - elements: 1 - offset: 0x3E1

Table: DT\_FuncMonitor

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_FuncOccluder

Prop: m\_bActive - type: 0 - elements: 1 - offset: 0x3A8

Prop: m\_nOccluderIndex - type: 0 - elements: 1 - offset: 0x3AC

Table: DT\_FuncRotating

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_cVecMoveAng - type: 2 - elements: 1 - offset: 0x3C0

Prop: m\_cAngStart - type: 2 - elements: 1 - offset: 0x3CC

Prop: m\_flFanFriction - type: 1 - elements: 1 - offset: 0x3D8

Prop: m\_flAttenuation - type: 1 - elements: 1 - offset: 0x3DC

Prop: m\_flVolume - type: 1 - elements: 1 - offset: 0x3E0

Prop: m\_flTargetSpeed - type: 1 - elements: 1 - offset: 0x3E4

Prop: m\_flMaxSpeed - type: 1 - elements: 1 - offset: 0x3E8

Prop: m\_bStopAtStartPos - type: 0 - elements: 1 - offset: 0x3EC

Prop: m\_bReversed - type: 0 - elements: 1 - offset: 0x3ED

Prop: m\_isClientsimulation - type: 0 - elements: 1 - offset: 0x3EE

Table: DT\_FuncSmokeVolume

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_Color1 - type: 0 - elements: 1 - offset: 0x3A8

Prop: m\_Color2 - type: 0 - elements: 1 - offset: 0x3AC

Prop: m\_MaterialName - type: 3 - elements: 1 - offset: 0x3B0

Prop: m\_ParticleDrawWidth - type: 1 - elements: 1 - offset: 0x4B4

Prop: m\_ParticleSpacingDistance - type: 1 - elements: 1 - offset: 0x4B8

Prop: m\_DensityRampSpeed - type: 1 - elements: 1 - offset: 0x4BC

Prop: m\_RotationSpeed - type: 1 - elements: 1 - offset: 0x4C0

Prop: m\_MovementSpeed - type: 1 - elements: 1 - offset: 0x4C4

Prop: m\_Density - type: 1 - elements: 1 - offset: 0x4C8

Prop: m\_spawnflags - type: 0 - elements: 1 - offset: 0xB4

Table: DT\_FuncTrackTrain

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_GameRulesProxy

Table: DT\_GoldenBall

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_HandleTest

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_Handle - type: 0 - elements: 1 - offset: 0x3A8

Prop: m\_bSendHandle - type: 0 - elements: 1 - offset: 0x3AC

Table: DT\_Heroes\_AI\_BaseActor

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_hitPositionCapabilities - type: 0 - elements: 1 - offset: 0x14C0

Prop: m\_downFacing - type: 0 - elements: 1 - offset: 0x14D4

Prop: m\_postureState - type: 0 - elements: 1 - offset: 0x14D8

Prop: m\_NPCName - type: 3 - elements: 1 - offset: 0x14FC

Prop: m\_className - type: 3 - elements: 1 - offset: 0x157C

Prop: m\_variationName - type: 3 - elements: 1 - offset: 0x159C

Prop: m\_isSuperArmorNoDownMode - type: 0 - elements: 1 - offset: 0x15D6

Prop: m\_isSuperArmor - type: 0 - elements: 1 - offset: 0x15D7

Prop: m\_isSuperArmorDefault - type: 0 - elements: 1 - offset: 0x15D8

Prop: npcSizeType - type: 0 - elements: 1 - offset: 0x188C

Prop: m\_isAttackIgnoreSizeType - type: 0 - elements: 1 - offset: 0x1890

Prop: m\_ATK - type: 0 - elements: 1 - offset: 0x18AC

Prop: m\_DEF - type: 0 - elements: 1 - offset: 0x18B0

Prop: m\_DEFNaked - type: 0 - elements: 1 - offset: 0x18B4

Prop: m\_ATKBonusHero - type: 0 - elements: 1 - offset: 0x18B8

Prop: m\_bBigBloodEffectEnabled - type: 0 - elements: 1 - offset: 0x18BC

Prop: m\_bNoBloodEffect - type: 0 - elements: 1 - offset: 0x18BD

Prop: m\_bHitGroupFlinchEnabled - type: 0 - elements: 1 - offset: 0x18BE

Prop: m\_bGuardActivated - type: 0 - elements: 1 - offset: 0x18BF

Prop: m\_guardAllowingAngle - type: 1 - elements: 1 - offset: 0x18C0

Prop: m\_bDiableIKHeight - type: 0 - elements: 1 - offset: 0x18C4

Prop: m\_isInvincible - type: 0 - elements: 1 - offset: 0x18CD

Prop: m\_hIgnoredAttacker - type: 0 - elements: 1 - offset: 0x18D0

Prop: m\_lastMoveParent - type: 0 - elements: 1 - offset: 0x12B8

Prop: m\_collisionUpdateAll - type: 0 - elements: 1 - offset: 0x1454

Prop: m\_isGrapplingable - type: 0 - elements: 1 - offset: 0x18D4

Prop: m\_isGrapplingNow - type: 0 - elements: 1 - offset: 0x18D5

Prop: m\_talkEnable - type: 0 - elements: 1 - offset: 0x1938

Prop: m\_isNeutralNPC - type: 0 - elements: 1 - offset: 0x1E28

Prop: m\_materialGameData - type: 5 - elements: 1 - offset: 0x142C

Prop: baseactor\_over\_medium\_size\_only - type: 5 - elements: 1 - offset: 0x0

Prop: m\_nDropItem - type: 0 - elements: 1 - offset: 0x193C

Prop: m\_bBoss - type: 0 - elements: 1 - offset: 0x1944

Prop: m\_lootedPlayerIndex - type: 0 - elements: 1 - offset: 0x1948

Prop: m\_lootedPlayerIndex - type: 4 - elements: 10 - offset: 0x0

Prop: m\_lookAtParam - type: 1 - elements: 1 - offset: 0x185C

Prop: m\_lookAtParam - type: 4 - elements: 4 - offset: 0x0

Prop: m\_hGroundEntity - type: 0 - elements: 1 - offset: 0x238

Prop: m\_curBrokenModel - type: 0 - elements: 1 - offset: 0x15F8

Prop: m\_bShouldKeepAttackCollision - type: 0 - elements: 1 - offset: 0x18D6

Prop: m\_isRagdollFlying - type: 0 - elements: 1 - offset: 0x1A98

Prop: m\_isBossNamingSceneable - type: 0 - elements: 1 - offset: 0x1ABA

Prop: m\_localBBoxOffset - type: 2 - elements: 1 - offset: 0x1254

Prop: m\_isBBoxOffsetEnable - type: 0 - elements: 1 - offset: 0x1260

Prop: m\_hitDualLink - type: 0 - elements: 1 - offset: 0x1261

Prop: m\_VPhysicsShadowMins - type: 2 - elements: 1 - offset: 0x1274

Prop: m\_VPhysicsShadowMaxs - type: 2 - elements: 1 - offset: 0x1280

Prop: m\_isVPhysicsShadowBBoxOverrided - type: 0 - elements: 1 - offset: 0x128C

Prop: m\_hGoldCoreOwner - type: 0 - elements: 1 - offset: 0x1AD4

Prop: m\_eliteKeywordName - type: 3 - elements: 1 - offset: 0x1AE1

Prop: m\_eliteLevel - type: 0 - elements: 1 - offset: 0x1B04

Prop: m\_bDisableEliteEffect - type: 0 - elements: 1 - offset: 0x1B01

Prop: m\_isResetRotateInterp - type: 0 - elements: 1 - offset: 0x1B5C

Prop: m\_isResetRotateInterpCheckBit - type: 0 - elements: 1 - offset: 0x1B60

Prop: m\_eliteGlowBlink - type: 0 - elements: 1 - offset: 0x1B0C

Prop: m\_materialModificationStatus - type: 0 - elements: 1 - offset: 0x1BC0

Prop: m\_shouldDrawOwnerName - type: 0 - elements: 1 - offset: 0x1BC4

Prop: m\_duelControllerMonster - type: 5 - elements: 1 - offset: 0x1BF4

Prop: m\_rapidGrapplingType - type: 0 - elements: 1 - offset: 0x1C68

Prop: m\_frameSynchronizer - type: 5 - elements: 1 - offset: 0x1CF4

Prop: m\_criticalDmgFactor - type: 1 - elements: 1 - offset: 0x1D18

Prop: m\_criticalHitRatio - type: 0 - elements: 1 - offset: 0x1D1C

Prop: m\_criticalResistance - type: 0 - elements: 1 - offset: 0x1D20

Prop: m\_isBeginRapidGrappling - type: 0 - elements: 1 - offset: 0x1C6C

Prop: m\_rapidGrapplingPostfix - type: 3 - elements: 1 - offset: 0x1C6D

Prop: m\_isKayMounted - type: 0 - elements: 1 - offset: 0x1D61

Prop: m\_isTempestFlinchReaction - type: 0 - elements: 1 - offset: 0x1D6C

Prop: m\_isTempestFinish - type: 0 - elements: 1 - offset: 0x1D6D

Prop: m\_loadFigureBoneFile - type: 3 - elements: 1 - offset: 0x1D80

Prop: m\_curColorNum - type: 0 - elements: 1 - offset: 0x1B10

Prop: m\_isTrialEventActor - type: 0 - elements: 1 - offset: 0x1B0D

Table: DT\_TE\_BaseAnimating

Prop: m\_hEntity - type: 0 - elements: 1 - offset: 0xC

Prop: m\_eventType - type: 0 - elements: 1 - offset: 0x10

Prop: m\_eventString - type: 3 - elements: 1 - offset: 0x14

Table: DT\_HeroesBaseFrag

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_detonateTime - type: 1 - elements: 1 - offset: 0x834

Prop: m\_nSkin - type: 0 - elements: 1 - offset: 0x0

Table: DT\_HeroesCollectibleItem

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_ItemName - type: 3 - elements: 1 - offset: 0x60C

Prop: m\_hItemOwner - type: 0 - elements: 1 - offset: 0x68C

Prop: m\_isLooted - type: 0 - elements: 1 - offset: 0x690

Prop: m\_playerName - type: 3 - elements: 1 - offset: 0x691

Table: DT\_HeroesEnvEffectExecutor

Prop: m\_startDisabled - type: 0 - elements: 1 - offset: 0x3A8

Prop: m\_refreshCount - type: 0 - elements: 1 - offset: 0x3AC

Prop: m\_efxName - type: 3 - elements: 1 - offset: 0x3B0

Prop: m\_vecOrigin - type: 2 - elements: 1 - offset: 0x340

Prop: m\_angRotation - type: 2 - elements: 1 - offset: 0x34C

Prop: moveparent - type: 0 - elements: 1 - offset: 0xF8

Table: DT\_HeroesFishingItemBox

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_bShouldDraw - type: 0 - elements: 1 - offset: 0x714

Table: DT\_HeroesGameRulesProxy

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: heroes\_gamerules\_data - type: 5 - elements: 1 - offset: 0x0

Table: DT\_HeroesGatheringRock

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_isRare - type: 0 - elements: 1 - offset: 0x7F0

Prop: m\_RequiredExp - type: 0 - elements: 1 - offset: 0x7F4

Prop: m\_usedPlayerNum - type: 0 - elements: 1 - offset: 0x7F8

Prop: m\_usedPlayerTags - type: 0 - elements: 1 - offset: 0x7FC

Prop: m\_usedPlayerTags - type: 4 - elements: 32 - offset: 0x0

Prop: m\_RequiredStoryLine - type: 3 - elements: 1 - offset: 0x87C

Table: DT\_HeroesItemSprite

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_HeroesPlayer

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_angEyeAngles[0] - type: 1 - elements: 1 - offset: 0x12B4

Prop: m\_angEyeAngles[1] - type: 1 - elements: 1 - offset: 0x12B8

Prop: m\_flPoseParameter - type: 0 - elements: 1 - offset: 0x0

Prop: m\_viewtarget - type: 0 - elements: 1 - offset: 0x0

Prop: m\_nMuzzleFlashParity - type: 0 - elements: 1 - offset: 0x0

Prop: overlay\_vars - type: 0 - elements: 1 - offset: 0x0

Prop: m\_armorData - type: 5 - elements: 1 - offset: 0x12C8

Prop: m\_iPlayerState - type: 0 - elements: 1 - offset: 0x11E4

Prop: m\_iClass - type: 0 - elements: 1 - offset: 0x1238

Prop: m\_flFlashDuration - type: 1 - elements: 1 - offset: 0x1214

Prop: m\_flFlashMaxAlpha - type: 1 - elements: 1 - offset: 0x1218

Prop: m\_playerCostumeData - type: 5 - elements: 1 - offset: 0x1394

Prop: m\_accessoryGameData - type: 5 - elements: 1 - offset: 0x1720

Prop: m\_vecLastAimTargetPos - type: 2 - elements: 1 - offset: 0x17FC

Prop: m\_hCurAimTarget - type: 0 - elements: 1 - offset: 0x1808

Prop: m\_isFallingHeight - type: 0 - elements: 1 - offset: 0x1819

Prop: m\_staminaUsageModifierAdder - type: 1 - elements: 1 - offset: 0x186C

Prop: m\_staminaUsageModifierMultiplier - type: 1 - elements: 1 - offset: 0x1870

Prop: m\_lastTeleportTime - type: 1 - elements: 1 - offset: 0x1880

Prop: m\_attackMotionSpeedStatusEffect - type: 1 - elements: 1 - offset: 0x1884

Prop: m\_moveSpeedModify - type: 1 - elements: 1 - offset: 0x1888

Prop: m\_activatedSubWeaponIndex - type: 0 - elements: 1 - offset: 0x28DC

Prop: m\_hLastThrownJavelin - type: 0 - elements: 1 - offset: 0x28E0

Prop: m\_flBulletViewFinishTime - type: 1 - elements: 1 - offset: 0x28E4

Prop: m\_bTouchingItem - type: 0 - elements: 1 - offset: 0x28E8

Prop: m\_quickSlotGameData - type: 5 - elements: 1 - offset: 0x18B8

Prop: m\_statGameData - type: 5 - elements: 1 - offset: 0x1BBC

Prop: m\_spawnPendingExp - type: 0 - elements: 1 - offset: 0x1F9C

Prop: m\_hShield - type: 0 - elements: 1 - offset: 0x1FA4

Prop: m\_hGroundEntity - type: 0 - elements: 1 - offset: 0x238

Prop: m\_isPushingPhysicsObject - type: 0 - elements: 1 - offset: 0x1FE0

Prop: m\_LastPushingEntity - type: 0 - elements: 1 - offset: 0x1FE4

Prop: m\_hHandActionTarget - type: 0 - elements: 1 - offset: 0x28EC

Prop: m\_hLiftAttachEntity - type: 0 - elements: 1 - offset: 0x1FDC

Prop: m\_actionStateSharedData - type: 5 - elements: 1 - offset: 0x2900

Prop: m\_downResistanceRatioModifier - type: 1 - elements: 1 - offset: 0x2404

Prop: m\_criticalHitRatioModifier - type: 1 - elements: 1 - offset: 0x2408

Prop: m\_totalDamageRatioModifier - type: 1 - elements: 1 - offset: 0x2414

Prop: m\_takenDamageReduceRatio - type: 1 - elements: 1 - offset: 0x2418

Prop: m\_attackLatchRatioModifier - type: 1 - elements: 1 - offset: 0x241C

Prop: m\_magicCriticalHitRatioModifier - type: 1 - elements: 1 - offset: 0x240C

Prop: m\_isForceMagicCritical - type: 0 - elements: 1 - offset: 0x2410

Prop: m\_itemAwakeningBonusATK - type: 0 - elements: 1 - offset: 0x2428

Prop: m\_itemAwakeningBonusBalance - type: 0 - elements: 1 - offset: 0x242C

Prop: m\_itemAwakeningDamageReduce - type: 1 - elements: 1 - offset: 0x2434

Prop: m\_itemAwakeningDamageReduceBound - type: 1 - elements: 1 - offset: 0x2430

Prop: m\_itemAwakeningProbabilityOF - type: 1 - elements: 1 - offset: 0x2438

Prop: m\_itemAwakeningProbabilityDF - type: 1 - elements: 1 - offset: 0x243C

Prop: m\_itemAwakeningEfxOF - type: 3 - elements: 1 - offset: 0x2440

Prop: m\_itemAwakeningSoundOF - type: 3 - elements: 1 - offset: 0x2544

Prop: m\_itemAwakeningEfxDF - type: 3 - elements: 1 - offset: 0x2648

Prop: m\_itemAwakeningSoundDF - type: 3 - elements: 1 - offset: 0x274C

Prop: m\_isInputDisabled - type: 0 - elements: 1 - offset: 0x2420

Prop: m\_curLadderNormal - type: 2 - elements: 1 - offset: 0x2894

Prop: m\_curLadderPosition - type: 2 - elements: 1 - offset: 0x28A0

Prop: m\_curLadderState - type: 0 - elements: 1 - offset: 0x28AC

Prop: m\_hasLadder\_nextPlayerPos - type: 0 - elements: 1 - offset: 0x28B0

Prop: m\_ladder\_nextPlayerPos - type: 2 - elements: 1 - offset: 0x28B4

Prop: m\_ladder\_nextPlayerAng - type: 2 - elements: 1 - offset: 0x28C0

Prop: m\_myTitleID - type: 0 - elements: 1 - offset: 0x201C

Prop: m\_myTitleCount - type: 0 - elements: 1 - offset: 0x2020

Prop: m\_guildName - type: 3 - elements: 1 - offset: 0x2024

Prop: m\_quote - type: 3 - elements: 1 - offset: 0x2123

Prop: m\_isCafe - type: 0 - elements: 1 - offset: 0x2222

Prop: m\_isReturn - type: 0 - elements: 1 - offset: 0x2223

Prop: m\_VIPCode - type: 0 - elements: 1 - offset: 0x2224

Prop: m\_isEventJumping - type: 0 - elements: 1 - offset: 0x2228

Prop: m\_freeTitleName - type: 3 - elements: 1 - offset: 0x2229

Prop: m\_SubWeaponItemClass - type: 3 - elements: 1 - offset: 0x1B7A

Prop: m\_hTargetEvilCore - type: 0 - elements: 1 - offset: 0x2328

Prop: m\_hTargetCollect - type: 0 - elements: 1 - offset: 0x232C

Prop: m\_hTargetFish - type: 0 - elements: 1 - offset: 0x2330

Prop: m\_hReviveTarget - type: 0 - elements: 1 - offset: 0x2338

Prop: m\_statusEffectSharedData - type: 5 - elements: 1 - offset: 0x2354

Prop: m\_serverSideEffectSharedData - type: 5 - elements: 1 - offset: 0x23A8

Prop: m\_cameraEnemyTarget - type: 0 - elements: 1 - offset: 0x2B84

Prop: m\_eyeTarget - type: 0 - elements: 1 - offset: 0x2B88

Prop: m\_eyeTargetPos - type: 2 - elements: 1 - offset: 0x2B8C

Prop: m\_camLookAtTarget - type: 0 - elements: 1 - offset: 0x2B98

Prop: m\_canStareEnemy - type: 0 - elements: 1 - offset: 0x2B9C

Prop: m\_townActionState - type: 0 - elements: 1 - offset: 0x2BA0

Prop: m\_townActionTargetPos - type: 2 - elements: 1 - offset: 0x2BA4

Prop: m\_isAtTownCampfire - type: 0 - elements: 1 - offset: 0x2BB0

Prop: m\_spSkillManager - type: 5 - elements: 1 - offset: 0x2BB8

Prop: m\_hCampfireAnvil - type: 0 - elements: 1 - offset: 0x2D58

Prop: m\_hSelectedPartyMember - type: 0 - elements: 1 - offset: 0x2D74

Prop: m\_invincibleStatusEffectCount - type: 0 - elements: 1 - offset: 0x2D9C

Prop: m\_superArmorStatusEffectCount - type: 0 - elements: 1 - offset: 0x2DA0

Prop: m\_pvpGrappling - type: 5 - elements: 1 - offset: 0x2DC8

Prop: m\_playerAnimStateEvent - type: 5 - elements: 1 - offset: 0x2DE8

Prop: m\_pMetamorphosis - type: 5 - elements: 1 - offset: 0x2E70

Prop: m\_hTargetVehicle - type: 0 - elements: 1 - offset: 0x3168

Prop: m\_hTargetConstruction - type: 0 - elements: 1 - offset: 0x3184

Prop: m\_isConstructing - type: 0 - elements: 1 - offset: 0x3188

Prop: m\_isGathering - type: 0 - elements: 1 - offset: 0x3198

Prop: m\_hTargetGatheringRock - type: 0 - elements: 1 - offset: 0x3194

Prop: m\_hTargetManipulate - type: 0 - elements: 1 - offset: 0x319C

Prop: m\_hFreeMatch - type: 0 - elements: 1 - offset: 0x31A0

Prop: m\_isCameramanMode - type: 0 - elements: 1 - offset: 0x31A8

Prop: m\_initiallyEquippedMainWeaponClass - type: 0 - elements: 1 - offset: 0x28D0

Prop: m\_numCriticalHitCoupon - type: 0 - elements: 1 - offset: 0x31AC

Prop: m\_lockCriticalHitCoupon - type: 0 - elements: 1 - offset: 0x31B0

Prop: m\_isSequenceVelocityOverride - type: 0 - elements: 1 - offset: 0x31B1

Prop: m\_moveSpeedScaleFactor - type: 1 - elements: 1 - offset: 0x31B4

Prop: m\_lastGroundZ - type: 1 - elements: 1 - offset: 0x31BC

Prop: m\_lastJumpZ - type: 1 - elements: 1 - offset: 0x31C0

Prop: m\_isFearState - type: 0 - elements: 1 - offset: 0x1234

Prop: m\_isReversedMovement - type: 0 - elements: 1 - offset: 0x31CB

Prop: m\_alreadySetSpSkill - type: 0 - elements: 1 - offset: 0x1B4D

Table: DT\_HeroesPlayerEvy

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_scytheBindString - type: 5 - elements: 1 - offset: 0x3274

Prop: m\_scytheDragRagdoll - type: 5 - elements: 1 - offset: 0x32B0

Prop: m\_manaShield - type: 5 - elements: 1 - offset: 0x3210

Prop: m\_curMagicCycle - type: 0 - elements: 1 - offset: 0x3650

Prop: m\_chargeCoolTime - type: 1 - elements: 1 - offset: 0x3654

Prop: m\_chargeCoolTime - type: 4 - elements: 20 - offset: 0x0

Prop: m\_isBubbleBallBegined - type: 0 - elements: 1 - offset: 0x3310

Prop: m\_reverseGravityDuration - type: 1 - elements: 1 - offset: 0x36AC

Table: DT\_HeroesPlayerFiona

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_HeroesPlayerKalok

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_rapidGrappling - type: 5 - elements: 1 - offset: 0x3210

Prop: m\_duelControllerPlayer - type: 5 - elements: 1 - offset: 0x3278

Prop: m\_weaponThrowable - type: 5 - elements: 1 - offset: 0x3350

Prop: m\_isSPAttackRageMode - type: 0 - elements: 1 - offset: 0x3414

Table: DT\_HeroesPlayerKay

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_showAimGuide - type: 0 - elements: 1 - offset: 0x3210

Prop: m\_curAimGuideVelocity - type: 1 - elements: 1 - offset: 0x321C

Prop: m\_curAimGuideGravityScale - type: 1 - elements: 1 - offset: 0x3220

Prop: m\_curAimGuideAngleBias - type: 2 - elements: 1 - offset: 0x3224

Prop: m\_hMountCandidateMonster - type: 0 - elements: 1 - offset: 0x32B4

Prop: m\_teleportIndicator - type: 0 - elements: 1 - offset: 0x3244

Prop: m\_showBuckShotAimGuide - type: 0 - elements: 1 - offset: 0x32BD

Prop: m\_curSkillCycle - type: 0 - elements: 1 - offset: 0x32DC

Prop: m\_arrowStormTargetPos - type: 2 - elements: 1 - offset: 0x3248

Prop: m\_skillid - type: 0 - elements: 1 - offset: 0x32E0

Prop: m\_skillid - type: 4 - elements: 20 - offset: 0x0

Prop: m\_isCrossgun - type: 0 - elements: 1 - offset: 0x3445

Prop: m\_bulletCount - type: 0 - elements: 1 - offset: 0x3440

Prop: m\_skill\_bullet\_six\_Count - type: 0 - elements: 1 - offset: 0x346C

Prop: m\_readyToBullet6 - type: 0 - elements: 1 - offset: 0x3464

Prop: m\_skillPiercing\_bulletCount - type: 0 - elements: 1 - offset: 0x3468

Prop: m\_normalBullet\_FullCount - type: 0 - elements: 1 - offset: 0x3470

Prop: m\_readyToPiercing - type: 0 - elements: 1 - offset: 0x3465

Prop: m\_isSensation - type: 0 - elements: 1 - offset: 0x34B1

Prop: m\_isInsight - type: 0 - elements: 1 - offset: 0x34B2

Table: DT\_HeroesPlayerLethita

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_HeroesPlayerResource

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_HeroesPlayerVella

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_crossDoubleChecker - type: 0 - elements: 1 - offset: 0x324C

Prop: m\_hCrossDoubleAttackTarget - type: 0 - elements: 1 - offset: 0x3250

Prop: m\_hTempestTarget - type: 0 - elements: 1 - offset: 0x32EC

Prop: m\_hCrossAttaker - type: 0 - elements: 1 - offset: 0x32F4

Prop: m\_crossAttackSerial - type: 0 - elements: 1 - offset: 0x32F8

Prop: m\_dualbladeActionRagdoll - type: 5 - elements: 1 - offset: 0x332C

Prop: m\_hAutoGrapplingTarget - type: 0 - elements: 1 - offset: 0x337C

Prop: m\_bAutoGrapplingParity - type: 0 - elements: 1 - offset: 0x3380

Prop: m\_bSkillColdHeartStatusEffect - type: 0 - elements: 1 - offset: 0x33A0

Prop: m\_hWeakPointTarget - type: 0 - elements: 1 - offset: 0x33B0

Prop: m\_WeakPointHitBox - type: 0 - elements: 1 - offset: 0x33B4

Prop: m\_DominateUsable - type: 0 - elements: 1 - offset: 0x33B8

Prop: m\_hPolarisTarget - type: 0 - elements: 1 - offset: 0x33C4

Prop: m\_PolarisProcessing - type: 0 - elements: 1 - offset: 0x33C8

Table: DT\_HeroesRagdollBlender

Prop: m\_ragdollAngleArray - type: 2 - elements: 1 - offset: 0x4C8

Prop: m\_ragdollAngleArray - type: 4 - elements: 24 - offset: 0x0

Prop: m\_ragdollPosArray - type: 2 - elements: 1 - offset: 0x3A8

Prop: m\_ragdollPosArray - type: 4 - elements: 24 - offset: 0x0

Prop: m\_ragdollPos - type: 2 - elements: 1 - offset: 0x5E8

Prop: m\_ragdollAngle - type: 2 - elements: 1 - offset: 0x5F4

Prop: m\_ragdollForceVector - type: 2 - elements: 1 - offset: 0x600

Prop: m\_ragdollForceBoneIndex - type: 0 - elements: 1 - offset: 0x60C

Prop: m\_isBlendingEnabled - type: 0 - elements: 1 - offset: 0x610

Prop: m\_isAllBlendingFactorZero - type: 0 - elements: 1 - offset: 0x611

Prop: m\_isStatue - type: 0 - elements: 1 - offset: 0x612

Prop: m\_useSequenceAsLocalBone - type: 0 - elements: 1 - offset: 0x613

Prop: m\_unragdollStartTime - type: 1 - elements: 1 - offset: 0x614

Prop: m\_unragdollTimeTotal - type: 1 - elements: 1 - offset: 0x618

Prop: m\_unragdollYawBias - type: 1 - elements: 1 - offset: 0x61C

Prop: m\_hParent - type: 0 - elements: 1 - offset: 0x620

Prop: m\_ragdollNetType - type: 0 - elements: 1 - offset: 0x624

Table: DT\_HeroesRopeFast

Prop: m\_hStartPoint - type: 0 - elements: 1 - offset: 0x3DC

Prop: m\_hEndPoint - type: 0 - elements: 1 - offset: 0x3E0

Prop: m\_iStartAttachment - type: 0 - elements: 1 - offset: 0x3E4

Prop: m\_iEndAttachment - type: 0 - elements: 1 - offset: 0x3E6

Prop: m\_Slack - type: 0 - elements: 1 - offset: 0x3B0

Prop: m\_RopeLength - type: 0 - elements: 1 - offset: 0x3CC

Prop: m\_fLockedPoints - type: 0 - elements: 1 - offset: 0x3D0

Prop: m\_RopeFlags - type: 0 - elements: 1 - offset: 0x3A8

Prop: m\_nSegments - type: 0 - elements: 1 - offset: 0x3BC

Prop: m\_iRopeMaterialModel - type: 0 - elements: 1 - offset: 0x3C4

Prop: m\_Subdiv - type: 0 - elements: 1 - offset: 0x3C8

Prop: m\_TextureScale - type: 1 - elements: 1 - offset: 0x3B8

Prop: m\_Width - type: 1 - elements: 1 - offset: 0x3B4

Prop: m\_flScrollSpeed - type: 1 - elements: 1 - offset: 0x3D8

Prop: m\_vecOrigin - type: 2 - elements: 1 - offset: 0x340

Prop: moveparent - type: 0 - elements: 1 - offset: 0xF8

Prop: m\_iParentAttachment - type: 0 - elements: 1 - offset: 0xED

Table: DT\_HeroesServerErg

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_Quantity - type: 0 - elements: 1 - offset: 0x60C

Table: DT\_HeroesShield

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_shieldMaterialData - type: 5 - elements: 1 - offset: 0x594

Prop: m\_isBroken - type: 0 - elements: 1 - offset: 0x5B8

Prop: m\_hParent - type: 0 - elements: 1 - offset: 0x5BC

Prop: m\_normalModelName - type: 3 - elements: 1 - offset: 0x5C0

Prop: m\_isShieldEquipped - type: 0 - elements: 1 - offset: 0x6C4

Prop: m\_shieldUpdateBit - type: 0 - elements: 1 - offset: 0x6C5

Prop: m\_maxDurability - type: 1 - elements: 1 - offset: 0x6C8

Prop: m\_curDurability - type: 1 - elements: 1 - offset: 0x6CC

Prop: m\_shieldClassName - type: 3 - elements: 1 - offset: 0x6D0

Table: DT\_HeroesSimpleRopeFast

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_HeroesTeam

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_HeroesTEEffectExecutor

Prop: m\_efxFileName - type: 0 - elements: 1 - offset: 0xC

Prop: m\_efxIndex - type: 0 - elements: 1 - offset: 0x10

Prop: m\_hParent - type: 0 - elements: 1 - offset: 0x14

Table: DT\_HeroesTEParticleBase

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_position - type: 2 - elements: 1 - offset: 0x18

Prop: m\_angle - type: 2 - elements: 1 - offset: 0x24

Prop: m\_direction - type: 2 - elements: 1 - offset: 0x30

Prop: m\_bone - type: 0 - elements: 1 - offset: 0x3C

Table: DT\_HeroesWorldMapInfo

Prop: m\_treasureCount - type: 5 - elements: 1 - offset: 0x3A8

Prop: m\_totalTreasureBox - type: 0 - elements: 1 - offset: 0x3F8

Prop: m\_curOpendBox - type: 0 - elements: 1 - offset: 0x3FC

Prop: m\_bossKilledList - type: 5 - elements: 1 - offset: 0x400

Table: DT\_HolyProp

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_noSave - type: 0 - elements: 1 - offset: 0x7F0

Table: DT\_HookshotHook

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_InfoCustomEyeTarget

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_isEnable - type: 0 - elements: 1 - offset: 0x3A8

Table: DT\_InfoLadderDismount

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_InfoLightingRelative

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_hLightingLandmark - type: 0 - elements: 1 - offset: 0x3A8

Table: DT\_LightGlow

Prop: m\_clrRender - type: 0 - elements: 1 - offset: 0x20

Prop: m\_nHorizontalSize - type: 0 - elements: 1 - offset: 0x3A8

Prop: m\_nVerticalSize - type: 0 - elements: 1 - offset: 0x3AC

Prop: m\_nMinDist - type: 0 - elements: 1 - offset: 0x3B0

Prop: m\_nMaxDist - type: 0 - elements: 1 - offset: 0x3B4

Prop: m\_nOuterMaxDist - type: 0 - elements: 1 - offset: 0x3B8

Prop: m\_spawnflags - type: 0 - elements: 1 - offset: 0xB4

Prop: m\_vecOrigin - type: 2 - elements: 1 - offset: 0x340

Prop: m\_angRotation - type: 2 - elements: 1 - offset: 0x34C

Prop: moveparent - type: 0 - elements: 1 - offset: 0xF8

Prop: m\_flGlowProxySize - type: 1 - elements: 1 - offset: 0x3BC

Prop: HDRColorScale - type: 1 - elements: 1 - offset: 0x3C0

Table: DT\_MaterialModifyControl

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_szMaterialName - type: 3 - elements: 1 - offset: 0x3A8

Prop: m\_szMaterialVar - type: 3 - elements: 1 - offset: 0x4A7

Prop: m\_szMaterialVarValue - type: 3 - elements: 1 - offset: 0x5A6

Prop: m\_iFrameStart - type: 0 - elements: 1 - offset: 0x6A8

Prop: m\_iFrameEnd - type: 0 - elements: 1 - offset: 0x6AC

Prop: m\_bWrap - type: 0 - elements: 1 - offset: 0x6B0

Prop: m\_flFramerate - type: 1 - elements: 1 - offset: 0x6B4

Prop: m\_bNewAnimCommandsSemaphore - type: 0 - elements: 1 - offset: 0x6B8

Prop: m\_flFloatLerpStartValue - type: 1 - elements: 1 - offset: 0x6BC

Prop: m\_flFloatLerpEndValue - type: 1 - elements: 1 - offset: 0x6C0

Prop: m\_flFloatLerpTransitionTime - type: 1 - elements: 1 - offset: 0x6C4

Prop: m\_nModifyMode - type: 0 - elements: 1 - offset: 0x6C8

Table: DT\_NeoMMOPC

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_costumeLoadable - type: 5 - elements: 1 - offset: 0xAE8

Prop: m\_playerClass - type: 0 - elements: 1 - offset: 0xADC

Prop: m\_NPCName - type: 3 - elements: 1 - offset: 0x1608

Prop: m\_titleId - type: 0 - elements: 1 - offset: 0x1688

Prop: m\_titleCount - type: 0 - elements: 1 - offset: 0x168C

Prop: m\_guildName - type: 3 - elements: 1 - offset: 0x1690

Prop: m\_guildSN - type: 0 - elements: 1 - offset: 0x1710

Prop: m\_quote - type: 3 - elements: 1 - offset: 0x1714

Prop: m\_isCafe - type: 0 - elements: 1 - offset: 0x1814

Prop: m\_isReturn - type: 0 - elements: 1 - offset: 0x1815

Prop: m\_VIPCode - type: 0 - elements: 1 - offset: 0x1818

Prop: m\_guildSN - type: 0 - elements: 1 - offset: 0x1710

Prop: m\_actionMessage - type: 5 - elements: 1 - offset: 0x181C

Prop: m\_initOriginParity - type: 0 - elements: 1 - offset: 0x184C

Prop: m\_summaryChangeParity - type: 0 - elements: 1 - offset: 0x1850

Prop: m\_IsEventJumping - type: 0 - elements: 1 - offset: 0x1854

Prop: m\_freeTitleName - type: 3 - elements: 1 - offset: 0x1855

Table: DT\_NPC\_Character\_Creation\_Actor

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_costumeLoadable - type: 5 - elements: 1 - offset: 0x1EBC

Prop: m\_hShield - type: 0 - elements: 1 - offset: 0x29DC

Table: DT\_NPC\_Cragdigger

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_NPC\_Fish

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_hOwner - type: 0 - elements: 1 - offset: 0x1F00

Prop: m\_bMonster - type: 0 - elements: 1 - offset: 0x1F04

Table: DT\_NPC\_Grimreaper

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_NPC\_Guardian

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_NPC\_HAVAN

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_thrownProp - type: 0 - elements: 1 - offset: 0x1F20

Table: DT\_NPC\_HavanGiant

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_isCamLookAtMode - type: 0 - elements: 1 - offset: 0x1EB7

Table: DT\_NPC\_Hornet

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_isBurstMode - type: 0 - elements: 1 - offset: 0x1EF1

Table: DT\_NPC\_Kadan

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_madLevel - type: 0 - elements: 1 - offset: 0x1EC0

Table: DT\_NPC\_Kobold

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_NPC\_Mankind

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_costumeLoadable - type: 5 - elements: 1 - offset: 0x1EBC

Table: DT\_NPC\_Octopus

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_isHead - type: 0 - elements: 1 - offset: 0x1EC0

Table: DT\_NPC\_Pet

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_petName - type: 3 - elements: 1 - offset: 0x1EC0

Prop: m\_petType - type: 0 - elements: 1 - offset: 0x1F40

Prop: m\_defBreak - type: 0 - elements: 1 - offset: 0x1F6C

Prop: m\_atkBalance - type: 0 - elements: 1 - offset: 0x1F70

Prop: m\_hungerGauge - type: 0 - elements: 1 - offset: 0x1F74

Prop: m\_resDmg - type: 0 - elements: 1 - offset: 0x1F7C

Prop: m\_coolTimeUpdate - type: 0 - elements: 1 - offset: 0x1F44

Prop: m\_messageFlag - type: 0 - elements: 1 - offset: 0x1F68

Prop: m\_isDeadState - type: 0 - elements: 1 - offset: 0x1F64

Prop: m\_slotCooltime - type: 0 - elements: 1 - offset: 0x1F48

Prop: m\_slotCooltime - type: 4 - elements: 7 - offset: 0x0

Table: DT\_NPC\_Pirate

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_NPC\_Player

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_costumeLoadable - type: 5 - elements: 1 - offset: 0x1EC8

Prop: m\_titleId - type: 0 - elements: 1 - offset: 0x29E8

Prop: m\_titleCount - type: 0 - elements: 1 - offset: 0x29EC

Prop: m\_guildName - type: 3 - elements: 1 - offset: 0x29F0

Prop: m\_guildSN - type: 0 - elements: 1 - offset: 0x2A70

Prop: m\_quote - type: 3 - elements: 1 - offset: 0x2A74

Prop: m\_isCafe - type: 0 - elements: 1 - offset: 0x2B74

Prop: m\_isReturn - type: 0 - elements: 1 - offset: 0x2B75

Prop: m\_VIPCode - type: 0 - elements: 1 - offset: 0x2B78

Prop: m\_guildSN - type: 0 - elements: 1 - offset: 0x2A70

Prop: m\_playerClass - type: 0 - elements: 1 - offset: 0x2B7C

Prop: m\_IsEventJumping - type: 0 - elements: 1 - offset: 0x2B80

Prop: m\_freeTitleName - type: 3 - elements: 1 - offset: 0x2B81

Table: DT\_NPC\_PlayerCutSceneActor

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_costumeLoadable - type: 5 - elements: 1 - offset: 0x1EBC

Table: DT\_NPC\_PlayerForCharacterSelection

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_selectSlot - type: 0 - elements: 1 - offset: 0x2CD4

Prop: m\_hShield - type: 0 - elements: 1 - offset: 0x2CD8

Table: DT\_NPC\_PropGolem

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_updateHitboxCollisionCheckerID - type: 0 - elements: 1 - offset: 0x1F38

Prop: m\_updateHitboxCollisionCheckerMins - type: 2 - elements: 1 - offset: 0x1F3C

Prop: m\_updateHitboxCollisionCheckerMaxs - type: 2 - elements: 1 - offset: 0x1F48

Prop: m\_attackDamageMultiply - type: 1 - elements: 1 - offset: 0x1FA4

Prop: m\_attackDownDamageMultiply - type: 1 - elements: 1 - offset: 0x1FB0

Table: DT\_RollerMine

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_bIsOpen - type: 0 - elements: 1 - offset: 0x10DC

Prop: m\_flActiveTime - type: 1 - elements: 1 - offset: 0x10E0

Prop: m\_bHackedByAlyx - type: 0 - elements: 1 - offset: 0x10F9

Prop: m\_bPowerDown - type: 0 - elements: 1 - offset: 0x1102

Table: DT\_NPC\_Runner

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_isRatmanCharles - type: 0 - elements: 1 - offset: 0x1EBC

Table: DT\_NPC\_Seiren

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_NPC\_Snake

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_NPC\_Succubus

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_bIsInHasteMode - type: 0 - elements: 1 - offset: 0x1EB5

Table: DT\_NPC\_Troll2

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_ParticleFire

Prop: m\_vOrigin - type: 2 - elements: 1 - offset: 0x3A8

Prop: m\_vDirection - type: 2 - elements: 1 - offset: 0x3B4

Table: DT\_PhysBox

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_PhysBoxMultiplayer

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_iPhysicsMode - type: 0 - elements: 1 - offset: 0x52C

Prop: m\_fMass - type: 1 - elements: 1 - offset: 0x530

Table: DT\_PhysicsProp

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_liftableType - type: 0 - elements: 1 - offset: 0x7BC

Prop: m\_collideWithPlayerType - type: 0 - elements: 1 - offset: 0x7C0

Prop: m\_bAwake - type: 0 - elements: 1 - offset: 0x7DD

Prop: m\_collisionMins - type: 2 - elements: 1 - offset: 0x7A4

Prop: m\_collisionMaxs - type: 2 - elements: 1 - offset: 0x7B0

Table: DT\_PhysicsPropMultiplayer

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_iPhysicsMode - type: 0 - elements: 1 - offset: 0x7E4

Prop: m\_fMass - type: 1 - elements: 1 - offset: 0x7E8

Table: DT\_PhysMagnet

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_Plasma

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_flScale - type: 1 - elements: 1 - offset: 0x3AC

Prop: m\_flScaleTime - type: 1 - elements: 1 - offset: 0x3B0

Prop: m\_nFlags - type: 0 - elements: 1 - offset: 0x3B4

Prop: m\_nPlasmaModelIndex - type: 0 - elements: 1 - offset: 0x3B8

Prop: m\_nPlasmaModelIndex2 - type: 0 - elements: 1 - offset: 0x3BC

Prop: m\_nGlowModelIndex - type: 0 - elements: 1 - offset: 0x3C0

Table: DT\_PlayerResource

Prop: m\_iPing - type: 5 - elements: 1 - offset: 0x3A8

Prop: m\_iPacketloss - type: 5 - elements: 1 - offset: 0x42C

Prop: m\_iScore - type: 5 - elements: 1 - offset: 0x4B0

Prop: m\_iDeaths - type: 5 - elements: 1 - offset: 0x534

Prop: m\_bConnected - type: 5 - elements: 1 - offset: 0x5B8

Prop: m\_iTeam - type: 5 - elements: 1 - offset: 0x63C

Prop: m\_bAlive - type: 5 - elements: 1 - offset: 0x6C0

Prop: m\_iHealth - type: 5 - elements: 1 - offset: 0x744

Table: DT\_PointCamera

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_FOV - type: 1 - elements: 1 - offset: 0x3B0

Prop: m\_Resolution - type: 1 - elements: 1 - offset: 0x3B4

Prop: m\_bFogEnable - type: 0 - elements: 1 - offset: 0x3B8

Prop: m\_FogColor - type: 0 - elements: 1 - offset: 0x3B9

Prop: m\_flFogStart - type: 1 - elements: 1 - offset: 0x3C0

Prop: m\_flFogEnd - type: 1 - elements: 1 - offset: 0x3C4

Prop: m\_bActive - type: 0 - elements: 1 - offset: 0x3C8

Prop: m\_bUseScreenAspectRatio - type: 0 - elements: 1 - offset: 0x3C9

Table: DT\_PointCommentaryNode

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_bActive - type: 0 - elements: 1 - offset: 0x618

Prop: m\_iszCommentaryFile - type: 3 - elements: 1 - offset: 0x59C

Prop: m\_iszCommentaryFileNoHDR - type: 3 - elements: 1 - offset: 0x5A0

Prop: m\_flStartTime - type: 1 - elements: 1 - offset: 0x61C

Prop: m\_iszSpeakers - type: 3 - elements: 1 - offset: 0x620

Prop: m\_iNodeNumber - type: 0 - elements: 1 - offset: 0x624

Prop: m\_iNodeNumberMax - type: 0 - elements: 1 - offset: 0x628

Prop: m\_hViewPosition - type: 0 - elements: 1 - offset: 0x5B0

Table: DT\_PointLandMark

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_landMarkName - type: 3 - elements: 1 - offset: 0x3AC

Table: DT\_PointLetterbox

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: beginTallRatio - type: 1 - elements: 1 - offset: 0x3A8

Prop: endTallRatio - type: 1 - elements: 1 - offset: 0x3AC

Prop: duration - type: 1 - elements: 1 - offset: 0x3B0

Prop: interpolator - type: 0 - elements: 1 - offset: 0x3B4

Prop: beginTallWide - type: 0 - elements: 1 - offset: 0x3B8

Prop: endTallWide - type: 0 - elements: 1 - offset: 0x3BC

Prop: running - type: 0 - elements: 1 - offset: 0x3C0

Prop: runAnimate - type: 0 - elements: 1 - offset: 0x3C4

Table: DT\_PointText

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: networkedTextContent - type: 3 - elements: 1 - offset: 0x3B0

Prop: networkedFontName - type: 3 - elements: 1 - offset: 0x4B0

Prop: fontSize - type: 0 - elements: 1 - offset: 0x4F0

Prop: color - type: 0 - elements: 1 - offset: 0x4F4

Prop: duration - type: 1 - elements: 1 - offset: 0x4F8

Prop: effect - type: 0 - elements: 1 - offset: 0x4FC

Prop: fadeOutDistMin - type: 1 - elements: 1 - offset: 0x500

Prop: fadeOutDistMax - type: 1 - elements: 1 - offset: 0x504

Prop: isShow - type: 0 - elements: 1 - offset: 0x508

Table: DT\_PoseController

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_hProps - type: 5 - elements: 1 - offset: 0x3A8

Prop: m\_chPoseIndex - type: 5 - elements: 1 - offset: 0x3B8

Prop: m\_bPoseValueParity - type: 0 - elements: 1 - offset: 0x3BD

Prop: m\_fPoseValue - type: 1 - elements: 1 - offset: 0x3C8

Prop: m\_fCycleFrequency - type: 1 - elements: 1 - offset: 0x3CC

Prop: m\_nFModType - type: 0 - elements: 1 - offset: 0x3D0

Prop: m\_fFModTimeOffset - type: 1 - elements: 1 - offset: 0x3D4

Prop: m\_fFModRate - type: 1 - elements: 1 - offset: 0x3D8

Prop: m\_fFModAmplitude - type: 1 - elements: 1 - offset: 0x3DC

Table: DT\_Precipitation

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_nPrecipType - type: 0 - elements: 1 - offset: 0x3A8

Table: DT\_PredictedViewModel

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_ProjectileGeneric

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_bGlow - type: 0 - elements: 1 - offset: 0x6B3

Prop: m\_glowBeginTime - type: 1 - elements: 1 - offset: 0x6B4

Prop: m\_glowDuration - type: 1 - elements: 1 - offset: 0x6B8

Table: DT\_Prop\_Bunker

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_constructLevel - type: 0 - elements: 1 - offset: 0x5C4

Prop: m\_protectMin - type: 2 - elements: 1 - offset: 0x5F0

Prop: m\_protectMax - type: 2 - elements: 1 - offset: 0x5FC

Prop: m\_destroyLevel - type: 0 - elements: 1 - offset: 0x610

Table: DT\_Prop\_ReviveTorch

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_revivePlayerName - type: 3 - elements: 1 - offset: 0x5B4

Table: DT\_PropBallista

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_launchSpeed - type: 1 - elements: 1 - offset: 0x7F4

Prop: m\_gravityMutiplier - type: 1 - elements: 1 - offset: 0x7F8

Prop: m\_guideTrailShow - type: 0 - elements: 1 - offset: 0x7FC

Table: DT\_PropBallistaRope

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_ropeStartEntity - type: 0 - elements: 1 - offset: 0x8C4

Prop: m\_ropeEndEntity - type: 0 - elements: 1 - offset: 0x8C8

Prop: m\_ropeStartBone - type: 0 - elements: 1 - offset: 0x8CC

Prop: m\_ropeEndBone - type: 0 - elements: 1 - offset: 0x8D0

Prop: m\_ropeCreated - type: 0 - elements: 1 - offset: 0x8D4

Prop: m\_projectileTouched - type: 0 - elements: 1 - offset: 0x8D5

Prop: m\_isForceChangeView - type: 0 - elements: 1 - offset: 0x8D6

Table: DT\_PropBeanBag

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_PropCannon

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_hPlayer - type: 0 - elements: 1 - offset: 0x5AC

Prop: m\_bEnterAnimOn - type: 0 - elements: 1 - offset: 0x59D

Prop: m\_bExitAnimOn - type: 0 - elements: 1 - offset: 0x59E

Prop: m\_vecEyeExitEndpoint - type: 2 - elements: 1 - offset: 0x5A0

Table: DT\_PropCatapult

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_showRangeTrail - type: 0 - elements: 1 - offset: 0x8C0

Prop: m\_isFirst - type: 0 - elements: 1 - offset: 0x8C1

Prop: m\_radiusTrailEffect - type: 3 - elements: 1 - offset: 0x8C2

Table: DT\_PropCTF

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_hLiftOwner - type: 0 - elements: 1 - offset: 0x810

Prop: m\_status - type: 3 - elements: 1 - offset: 0x874

Table: DT\_PropGourd

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_PropJeep

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_bHeadlightIsOn - type: 0 - elements: 1 - offset: 0x8BD

Table: DT\_Prop\_StormBunker

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_event - type: 0 - elements: 1 - offset: 0x7E0

Table: DT\_PropVehicleDriveable

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_hPlayer - type: 0 - elements: 1 - offset: 0x794

Prop: m\_nSpeed - type: 0 - elements: 1 - offset: 0x798

Prop: m\_nRPM - type: 0 - elements: 1 - offset: 0x79C

Prop: m\_flThrottle - type: 1 - elements: 1 - offset: 0x7A0

Prop: m\_nBoostTimeLeft - type: 0 - elements: 1 - offset: 0x7A4

Prop: m\_nHasBoost - type: 0 - elements: 1 - offset: 0x7A8

Prop: m\_nScannerDisabledWeapons - type: 0 - elements: 1 - offset: 0x7C6

Prop: m\_nScannerDisabledVehicle - type: 0 - elements: 1 - offset: 0x7C7

Prop: m\_bEnterAnimOn - type: 0 - elements: 1 - offset: 0x7D8

Prop: m\_bExitAnimOn - type: 0 - elements: 1 - offset: 0x7D9

Prop: m\_bUnableToFire - type: 0 - elements: 1 - offset: 0x7C4

Prop: m\_vecEyeExitEndpoint - type: 2 - elements: 1 - offset: 0x7AC

Prop: m\_bHasGun - type: 0 - elements: 1 - offset: 0x7C5

Prop: m\_vecGunCrosshair - type: 2 - elements: 1 - offset: 0x7B8

Table: DT\_PvPFreeMatchRule

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_hPlayer1 - type: 0 - elements: 1 - offset: 0x3AC

Prop: m\_hPlayer2 - type: 0 - elements: 1 - offset: 0x3B0

Prop: m\_options - type: 0 - elements: 1 - offset: 0x3B4

Prop: m\_options - type: 4 - elements: 4 - offset: 0x0

Prop: m\_modifier1 - type: 0 - elements: 1 - offset: 0x3B8

Prop: m\_modifier2 - type: 0 - elements: 1 - offset: 0x3BC

Prop: m\_state1 - type: 0 - elements: 1 - offset: 0x3C0

Prop: m\_state2 - type: 0 - elements: 1 - offset: 0x3C4

Table: DT\_RagdollManager

Prop: m\_iMaxRagdollCount - type: 0 - elements: 1 - offset: 0x3A8

Table: DT\_Ragdoll

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_ragAngles - type: 2 - elements: 1 - offset: 0x9D4

Prop: m\_ragAngles - type: 4 - elements: 24 - offset: 0x0

Prop: m\_ragPos - type: 2 - elements: 1 - offset: 0x8B4

Prop: m\_ragPos - type: 4 - elements: 24 - offset: 0x0

Prop: m\_hUnragdoll - type: 0 - elements: 1 - offset: 0xAF8

Prop: m\_flBlendWeight - type: 1 - elements: 1 - offset: 0xB24

Prop: m\_nOverlaySequence - type: 0 - elements: 1 - offset: 0xB28

Table: DT\_Ragdoll\_Attached

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_boneIndexAttached - type: 0 - elements: 1 - offset: 0xD70

Prop: m\_ragdollAttachedObjectIndex - type: 0 - elements: 1 - offset: 0xD74

Prop: m\_attachmentPointBoneSpace - type: 2 - elements: 1 - offset: 0xD78

Prop: m\_attachmentPointRagdollSpace - type: 2 - elements: 1 - offset: 0xD84

Table: DT\_RandomBox

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_isShowState - type: 0 - elements: 1 - offset: 0x82C

Prop: m\_needEffect - type: 0 - elements: 1 - offset: 0x82D

Table: DT\_RangeBaseProjectile

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_RatmanNextStage

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_isActivate - type: 0 - elements: 1 - offset: 0x5D5

Table: DT\_RopeKeyframe

Prop: m\_hStartPoint - type: 0 - elements: 1 - offset: 0x3E4

Prop: m\_hEndPoint - type: 0 - elements: 1 - offset: 0x3E8

Prop: m\_iStartAttachment - type: 0 - elements: 1 - offset: 0x3EC

Prop: m\_iEndAttachment - type: 0 - elements: 1 - offset: 0x3EE

Prop: m\_Slack - type: 0 - elements: 1 - offset: 0x3B4

Prop: m\_RopeLength - type: 0 - elements: 1 - offset: 0x3D0

Prop: m\_fLockedPoints - type: 0 - elements: 1 - offset: 0x3D4

Prop: m\_RopeFlags - type: 0 - elements: 1 - offset: 0x3AC

Prop: m\_nSegments - type: 0 - elements: 1 - offset: 0x3C0

Prop: m\_iRopeMaterialModel - type: 0 - elements: 1 - offset: 0x3C8

Prop: m\_Subdiv - type: 0 - elements: 1 - offset: 0x3CC

Prop: m\_TextureScale - type: 1 - elements: 1 - offset: 0x3BC

Prop: m\_Width - type: 1 - elements: 1 - offset: 0x3B8

Prop: m\_flScrollSpeed - type: 1 - elements: 1 - offset: 0x3DC

Prop: m\_vecOrigin - type: 2 - elements: 1 - offset: 0x340

Prop: moveparent - type: 0 - elements: 1 - offset: 0xF8

Prop: m\_iParentAttachment - type: 0 - elements: 1 - offset: 0xED

Prop: m\_useGlow - type: 0 - elements: 1 - offset: 0x3F0

Table: DT\_SandFog

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_activateMode - type: 0 - elements: 1 - offset: 0x594

Table: DT\_SceneEntity

Prop: m\_nSceneStringIndex - type: 0 - elements: 1 - offset: 0x458

Prop: m\_bIsPlayingBack - type: 0 - elements: 1 - offset: 0x400

Prop: m\_bPaused - type: 0 - elements: 1 - offset: 0x401

Prop: m\_flForceClientTime - type: 1 - elements: 1 - offset: 0x404

Prop: m\_hActorList - type: 5 - elements: 1 - offset: 0x0

Table: DT\_ScriptGame

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_clientTags - type: 0 - elements: 1 - offset: 0x3AC

Prop: m\_clientTags - type: 4 - elements: 32 - offset: 0x0

Table: DT\_ScriptGameCTF

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_statusArgs - type: 0 - elements: 1 - offset: 0x440

Prop: m\_statusArgs - type: 4 - elements: 3 - offset: 0x0

Prop: m\_scoreTime - type: 1 - elements: 1 - offset: 0x44C

Prop: m\_statusTime - type: 1 - elements: 1 - offset: 0x450

Prop: m\_statusLen - type: 1 - elements: 1 - offset: 0x454

Prop: m\_tickStatusChanged - type: 0 - elements: 1 - offset: 0x458

Prop: m\_players - type: 0 - elements: 1 - offset: 0x45C

Prop: m\_players - type: 4 - elements: 32 - offset: 0x0

Prop: m\_tags - type: 0 - elements: 1 - offset: 0x4DC

Prop: m\_tags - type: 4 - elements: 32 - offset: 0x0

Prop: m\_kills - type: 0 - elements: 1 - offset: 0x55C

Prop: m\_kills - type: 4 - elements: 32 - offset: 0x0

Prop: m\_deaths - type: 0 - elements: 1 - offset: 0x5DC

Prop: m\_deaths - type: 4 - elements: 32 - offset: 0x0

Prop: m\_scores - type: 0 - elements: 1 - offset: 0x65C

Prop: m\_scores - type: 4 - elements: 32 - offset: 0x0

Prop: m\_signets - type: 0 - elements: 1 - offset: 0x6DC

Prop: m\_signets - type: 4 - elements: 32 - offset: 0x0

Prop: m\_tickResultChanged - type: 0 - elements: 1 - offset: 0x75C

Table: DT\_ScriptGameDeathMatch

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_players - type: 0 - elements: 1 - offset: 0x440

Prop: m\_players - type: 4 - elements: 32 - offset: 0x0

Prop: m\_kills - type: 0 - elements: 1 - offset: 0x4C0

Prop: m\_kills - type: 4 - elements: 32 - offset: 0x0

Prop: m\_deaths - type: 0 - elements: 1 - offset: 0x540

Prop: m\_deaths - type: 4 - elements: 32 - offset: 0x0

Prop: m\_tickResultChanged - type: 0 - elements: 1 - offset: 0x5DC

Prop: m\_gameLength - type: 1 - elements: 1 - offset: 0x5D0

Prop: m\_teamSize - type: 0 - elements: 1 - offset: 0x5D4

Prop: m\_endRoundTime - type: 0 - elements: 1 - offset: 0x5D8

Prop: m\_pvpState - type: 0 - elements: 1 - offset: 0x5CC

Prop: m\_playerCount - type: 0 - elements: 1 - offset: 0x5E0

Prop: m\_pvpStartTime - type: 0 - elements: 1 - offset: 0x5C0

Prop: m\_redSocore - type: 0 - elements: 1 - offset: 0x5C4

Prop: m\_blueSocore - type: 0 - elements: 1 - offset: 0x5C8

Table: DT\_ScriptGameSurvivor

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_host - type: 0 - elements: 1 - offset: 0x440

Prop: m\_leaderBlue - type: 0 - elements: 1 - offset: 0x444

Prop: m\_leaderRed - type: 0 - elements: 1 - offset: 0x448

Prop: m\_UIEvent - type: 0 - elements: 1 - offset: 0x44C

Prop: m\_tickControlChanged - type: 0 - elements: 1 - offset: 0x450

Prop: m\_statusArgs - type: 0 - elements: 1 - offset: 0x454

Prop: m\_statusArgs - type: 4 - elements: 5 - offset: 0x0

Prop: m\_scoreTime - type: 1 - elements: 1 - offset: 0x468

Prop: m\_statusTime - type: 1 - elements: 1 - offset: 0x46C

Prop: m\_statusLen - type: 1 - elements: 1 - offset: 0x470

Prop: m\_tickStatusChanged - type: 0 - elements: 1 - offset: 0x474

Prop: m\_players - type: 0 - elements: 1 - offset: 0x478

Prop: m\_players - type: 4 - elements: 32 - offset: 0x0

Prop: m\_kills - type: 0 - elements: 1 - offset: 0x4F8

Prop: m\_kills - type: 4 - elements: 32 - offset: 0x0

Prop: m\_deaths - type: 0 - elements: 1 - offset: 0x578

Prop: m\_deaths - type: 4 - elements: 32 - offset: 0x0

Prop: m\_damages - type: 0 - elements: 1 - offset: 0x5F8

Prop: m\_damages - type: 4 - elements: 32 - offset: 0x0

Prop: m\_isReady - type: 0 - elements: 1 - offset: 0x678

Prop: m\_isReady - type: 4 - elements: 32 - offset: 0x0

Prop: m\_tickResultChanged - type: 0 - elements: 1 - offset: 0x6F8

Prop: m\_monsterBlue - type: 0 - elements: 1 - offset: 0x6FC

Prop: m\_monsterRed - type: 0 - elements: 1 - offset: 0x700

Prop: m\_monsterQueueOrderBlue - type: 0 - elements: 1 - offset: 0x704

Prop: m\_monsterQueueOrderBlue - type: 4 - elements: 5 - offset: 0x0

Prop: m\_monsterQueueOrderRed - type: 0 - elements: 1 - offset: 0x718

Prop: m\_monsterQueueOrderRed - type: 4 - elements: 5 - offset: 0x0

Prop: m\_tickMonsterChanged - type: 0 - elements: 1 - offset: 0x72C

Table: DT\_ScriptIntro

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_vecCameraView - type: 2 - elements: 1 - offset: 0x3C0

Prop: m\_vecCameraViewAngles - type: 2 - elements: 1 - offset: 0x3CC

Prop: m\_iBlendMode - type: 0 - elements: 1 - offset: 0x3D8

Prop: m\_iNextBlendMode - type: 0 - elements: 1 - offset: 0x3DC

Prop: m\_flNextBlendTime - type: 1 - elements: 1 - offset: 0x3E0

Prop: m\_flBlendStartTime - type: 1 - elements: 1 - offset: 0x3E4

Prop: m\_bActive - type: 0 - elements: 1 - offset: 0x3E8

Prop: m\_iFOV - type: 0 - elements: 1 - offset: 0x3F8

Prop: m\_iNextFOV - type: 0 - elements: 1 - offset: 0x3EC

Prop: m\_flNextFOVBlendTime - type: 1 - elements: 1 - offset: 0x3F0

Prop: m\_flFOVBlendStartTime - type: 1 - elements: 1 - offset: 0x3F4

Prop: m\_bAlternateFOV - type: 0 - elements: 1 - offset: 0x3FC

Prop: m\_flFadeAlpha - type: 1 - elements: 1 - offset: 0x40C

Prop: m\_flFadeColor - type: 1 - elements: 1 - offset: 0x400

Prop: m\_flFadeColor - type: 4 - elements: 3 - offset: 0x0

Prop: m\_flFadeDuration - type: 1 - elements: 1 - offset: 0x410

Prop: m\_hCameraEntity - type: 0 - elements: 1 - offset: 0x414

Table: DT\_ScriptListenerCTF

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_ScriptListenerDeathMatch

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_ScriptListenerSurvivor

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_ShadowControl

Prop: m\_shadowDirection - type: 2 - elements: 1 - offset: 0x3A8

Prop: m\_shadowColor - type: 0 - elements: 1 - offset: 0x3B4

Prop: m\_flShadowMaxDist - type: 1 - elements: 1 - offset: 0x3B8

Prop: m\_bDisableShadows - type: 0 - elements: 1 - offset: 0x3BC

Prop: m\_flShadowLOD1Dist - type: 1 - elements: 1 - offset: 0x3C0

Prop: m\_flShadowLOD2Dist - type: 1 - elements: 1 - offset: 0x3C4

Table: DT\_SmokeStack

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_SpreadSpeed - type: 1 - elements: 1 - offset: 0x3A8

Prop: m\_Speed - type: 1 - elements: 1 - offset: 0x3AC

Prop: m\_StartSize - type: 1 - elements: 1 - offset: 0x3B0

Prop: m\_EndSize - type: 1 - elements: 1 - offset: 0x3B4

Prop: m\_Rate - type: 1 - elements: 1 - offset: 0x3B8

Prop: m\_JetLength - type: 1 - elements: 1 - offset: 0x3BC

Prop: m\_bEmit - type: 0 - elements: 1 - offset: 0x3C4

Prop: m\_flBaseSpread - type: 1 - elements: 1 - offset: 0x3C8

Prop: m\_flRollSpeed - type: 1 - elements: 1 - offset: 0x3C0

Prop: m\_DirLight.m\_vPos - type: 2 - elements: 1 - offset: 0x3F8

Prop: m\_DirLight.m\_vColor - type: 2 - elements: 1 - offset: 0x404

Prop: m\_DirLight.m\_flIntensity - type: 1 - elements: 1 - offset: 0x410

Prop: m\_AmbientLight.m\_vPos - type: 2 - elements: 1 - offset: 0x3D4

Prop: m\_AmbientLight.m\_vColor - type: 2 - elements: 1 - offset: 0x3E0

Prop: m\_AmbientLight.m\_flIntensity - type: 1 - elements: 1 - offset: 0x3EC

Prop: m\_vWind - type: 2 - elements: 1 - offset: 0x428

Prop: m\_flTwist - type: 1 - elements: 1 - offset: 0x414

Prop: m\_iMaterialModel - type: 0 - elements: 1 - offset: 0x41C

Table: DT\_SpotlightEnd

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_flLightScale - type: 1 - elements: 1 - offset: 0x3A8

Prop: m\_Radius - type: 1 - elements: 1 - offset: 0x3AC

Table: DT\_Sprite

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_hAttachedToEntity - type: 0 - elements: 1 - offset: 0x3A8

Prop: m\_nAttachment - type: 0 - elements: 1 - offset: 0x3AC

Prop: m\_flScaleTime - type: 1 - elements: 1 - offset: 0x3CC

Prop: m\_flSpriteScale - type: 1 - elements: 1 - offset: 0x3C8

Prop: m\_flGlowProxySize - type: 1 - elements: 1 - offset: 0x3D4

Prop: m\_flHDRColorScale - type: 1 - elements: 1 - offset: 0x3D8

Prop: m\_flSpriteFramerate - type: 1 - elements: 1 - offset: 0x3B0

Prop: m\_flFrame - type: 1 - elements: 1 - offset: 0x3B4

Prop: m\_flMaxFrame - type: 1 - elements: 1 - offset: 0x3B8

Prop: m\_flBrightnessTime - type: 1 - elements: 1 - offset: 0x3C4

Prop: m\_nBrightness - type: 0 - elements: 1 - offset: 0x3C0

Prop: m\_bWorldSpaceScale - type: 0 - elements: 1 - offset: 0x3D0

Prop: m\_zBias - type: 1 - elements: 1 - offset: 0x3DC

Prop: m\_fadeMinDist - type: 1 - elements: 1 - offset: 0x3E0

Prop: m\_fadeMaxDist - type: 1 - elements: 1 - offset: 0x3E4

Table: DT\_SpriteTrail

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_flLifeTime - type: 1 - elements: 1 - offset: 0x404

Prop: m\_flBeginTime - type: 1 - elements: 1 - offset: 0x408

Prop: m\_flStartWidth - type: 1 - elements: 1 - offset: 0x40C

Prop: m\_flEndWidth - type: 1 - elements: 1 - offset: 0x410

Prop: m\_flStartWidthVariance - type: 1 - elements: 1 - offset: 0x414

Prop: m\_flTextureRes - type: 1 - elements: 1 - offset: 0x418

Prop: m\_flMinFadeLength - type: 1 - elements: 1 - offset: 0x41C

Prop: m\_vecSkyboxOrigin - type: 2 - elements: 1 - offset: 0x420

Prop: m\_flSkyboxScale - type: 1 - elements: 1 - offset: 0x42C

Prop: m\_nStepCountReset - type: 0 - elements: 1 - offset: 0x430

Prop: m\_isEmitStopped - type: 0 - elements: 1 - offset: 0x434

Table: DT\_SteamJet

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_SpreadSpeed - type: 1 - elements: 1 - offset: 0x3A8

Prop: m\_Speed - type: 1 - elements: 1 - offset: 0x3AC

Prop: m\_StartSize - type: 1 - elements: 1 - offset: 0x3B0

Prop: m\_EndSize - type: 1 - elements: 1 - offset: 0x3B4

Prop: m\_Rate - type: 1 - elements: 1 - offset: 0x3B8

Prop: m\_JetLength - type: 1 - elements: 1 - offset: 0x3BC

Prop: m\_bEmit - type: 0 - elements: 1 - offset: 0x3C0

Prop: m\_bFaceLeft - type: 0 - elements: 1 - offset: 0x3C4

Prop: m\_nType - type: 0 - elements: 1 - offset: 0x3C8

Prop: m\_spawnflags - type: 0 - elements: 1 - offset: 0xB4

Prop: m\_flRollSpeed - type: 1 - elements: 1 - offset: 0x3CC

Table: DT\_Sun

Prop: m\_clrRender - type: 0 - elements: 1 - offset: 0x20

Prop: m\_clrOverlay - type: 0 - elements: 1 - offset: 0x3D0

Prop: m\_vDirection - type: 2 - elements: 1 - offset: 0x3A8

Prop: m\_bOn - type: 0 - elements: 1 - offset: 0x3D4

Prop: m\_nSize - type: 0 - elements: 1 - offset: 0x3C8

Prop: m\_nOverlaySize - type: 0 - elements: 1 - offset: 0x3CC

Prop: m\_nMaterial - type: 0 - elements: 1 - offset: 0x3D8

Prop: m\_nOverlayMaterial - type: 0 - elements: 1 - offset: 0x3DC

Prop: HDRColorScale - type: 1 - elements: 1 - offset: 0x3E0

Prop: m\_flPitch - type: 1 - elements: 1 - offset: 0x3C0

Prop: m\_flYaw - type: 1 - elements: 1 - offset: 0x3C4

Prop: m\_shaftsIsEnabled - type: 0 - elements: 1 - offset: 0x3E4

Prop: m\_shaftsSpread - type: 1 - elements: 1 - offset: 0x3E8

Prop: m\_shaftsCutRange - type: 1 - elements: 1 - offset: 0x3EC

Prop: m\_shaftsShaftsWeight - type: 1 - elements: 1 - offset: 0x3F0

Prop: m\_shaftsColorScale - type: 1 - elements: 1 - offset: 0x3F4

Prop: m\_shaftsMaskWeight - type: 1 - elements: 1 - offset: 0x3F8

Table: DT\_Team

Prop: m\_iTeamNum - type: 0 - elements: 1 - offset: 0x3FC

Prop: m\_iScore - type: 0 - elements: 1 - offset: 0x3F0

Prop: m\_szTeamname - type: 3 - elements: 1 - offset: 0x3D0

Prop: player\_array\_element - type: 0 - elements: 1 - offset: 0x0

Prop: "player\_array" - type: 4 - elements: 32 - offset: 0x0

Table: DT\_TEArmorRicochet

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_BaseBeam

Prop: m\_nModelIndex - type: 0 - elements: 1 - offset: 0xC

Prop: m\_nHaloIndex - type: 0 - elements: 1 - offset: 0x10

Prop: m\_nStartFrame - type: 0 - elements: 1 - offset: 0x14

Prop: m\_nFrameRate - type: 0 - elements: 1 - offset: 0x18

Prop: m\_fLife - type: 1 - elements: 1 - offset: 0x1C

Prop: m\_fWidth - type: 1 - elements: 1 - offset: 0x20

Prop: m\_fEndWidth - type: 1 - elements: 1 - offset: 0x24

Prop: m\_nFadeLength - type: 0 - elements: 1 - offset: 0x28

Prop: m\_fAmplitude - type: 1 - elements: 1 - offset: 0x2C

Prop: m\_nSpeed - type: 0 - elements: 1 - offset: 0x40

Prop: r - type: 0 - elements: 1 - offset: 0x30

Prop: g - type: 0 - elements: 1 - offset: 0x34

Prop: b - type: 0 - elements: 1 - offset: 0x38

Prop: a - type: 0 - elements: 1 - offset: 0x3C

Prop: m\_nFlags - type: 0 - elements: 1 - offset: 0x44

Table: DT\_TEBeamEntPoint

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_nStartEntity - type: 0 - elements: 1 - offset: 0x48

Prop: m\_nEndEntity - type: 0 - elements: 1 - offset: 0x58

Prop: m\_vecStartPoint - type: 2 - elements: 1 - offset: 0x4C

Prop: m\_vecEndPoint - type: 2 - elements: 1 - offset: 0x5C

Table: DT\_TEBeamEnts

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_nStartEntity - type: 0 - elements: 1 - offset: 0x48

Prop: m\_nEndEntity - type: 0 - elements: 1 - offset: 0x4C

Table: DT\_TEBeamFollow

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_iEntIndex - type: 0 - elements: 1 - offset: 0x48

Table: DT\_TEBeamLaser

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_nStartEntity - type: 0 - elements: 1 - offset: 0x48

Prop: m\_nEndEntity - type: 0 - elements: 1 - offset: 0x4C

Table: DT\_TEBeamPoints

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_vecStartPoint - type: 2 - elements: 1 - offset: 0x48

Prop: m\_vecEndPoint - type: 2 - elements: 1 - offset: 0x54

Table: DT\_TEBeamRing

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_nStartEntity - type: 0 - elements: 1 - offset: 0x48

Prop: m\_nEndEntity - type: 0 - elements: 1 - offset: 0x4C

Table: DT\_TEBeamRingPoint

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_vecCenter - type: 2 - elements: 1 - offset: 0x48

Prop: m\_flStartRadius - type: 1 - elements: 1 - offset: 0x54

Prop: m\_flEndRadius - type: 1 - elements: 1 - offset: 0x58

Table: DT\_TEBeamSpline

Prop: m\_nPoints - type: 0 - elements: 1 - offset: 0xCC

Prop: m\_vecPoints - type: 2 - elements: 1 - offset: 0xC

Prop: m\_vecPoints - type: 4 - elements: 16 - offset: 0x0

Table: DT\_TEBloodSprite

Prop: m\_vecOrigin - type: 2 - elements: 1 - offset: 0xC

Prop: m\_vecDirection - type: 2 - elements: 1 - offset: 0x18

Prop: r - type: 0 - elements: 1 - offset: 0x2C

Prop: g - type: 0 - elements: 1 - offset: 0x30

Prop: b - type: 0 - elements: 1 - offset: 0x34

Prop: a - type: 0 - elements: 1 - offset: 0x38

Prop: m\_nSprayModel - type: 0 - elements: 1 - offset: 0x24

Prop: m\_nDropModel - type: 0 - elements: 1 - offset: 0x28

Prop: m\_nSize - type: 0 - elements: 1 - offset: 0x3C

Table: DT\_TEBloodStream

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_vecDirection - type: 2 - elements: 1 - offset: 0x18

Prop: r - type: 0 - elements: 1 - offset: 0x24

Prop: g - type: 0 - elements: 1 - offset: 0x28

Prop: b - type: 0 - elements: 1 - offset: 0x2C

Prop: a - type: 0 - elements: 1 - offset: 0x30

Prop: m\_nAmount - type: 0 - elements: 1 - offset: 0x34

Table: DT\_TEBreakModel

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_vecOrigin - type: 2 - elements: 1 - offset: 0xC

Prop: m\_angRotation[0] - type: 1 - elements: 1 - offset: 0x30

Prop: m\_angRotation[1] - type: 1 - elements: 1 - offset: 0x34

Prop: m\_angRotation[2] - type: 1 - elements: 1 - offset: 0x38

Prop: m\_vecSize - type: 2 - elements: 1 - offset: 0x18

Prop: m\_vecVelocity - type: 2 - elements: 1 - offset: 0x24

Prop: m\_nModelIndex - type: 0 - elements: 1 - offset: 0x40

Prop: m\_nRandomization - type: 0 - elements: 1 - offset: 0x3C

Prop: m\_nCount - type: 0 - elements: 1 - offset: 0x44

Prop: m\_fTime - type: 1 - elements: 1 - offset: 0x48

Prop: m\_nFlags - type: 0 - elements: 1 - offset: 0x4C

Table: DT\_TEBSPDecal

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_vecOrigin - type: 2 - elements: 1 - offset: 0xC

Prop: m\_nEntity - type: 0 - elements: 1 - offset: 0x18

Prop: m\_nIndex - type: 0 - elements: 1 - offset: 0x1C

Table: DT\_TEBubbles

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_vecMins - type: 2 - elements: 1 - offset: 0xC

Prop: m\_vecMaxs - type: 2 - elements: 1 - offset: 0x18

Prop: m\_nModelIndex - type: 0 - elements: 1 - offset: 0x28

Prop: m\_fHeight - type: 1 - elements: 1 - offset: 0x24

Prop: m\_nCount - type: 0 - elements: 1 - offset: 0x2C

Prop: m\_fSpeed - type: 1 - elements: 1 - offset: 0x30

Table: DT\_TEBubbleTrail

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_vecMins - type: 2 - elements: 1 - offset: 0xC

Prop: m\_vecMaxs - type: 2 - elements: 1 - offset: 0x18

Prop: m\_nModelIndex - type: 0 - elements: 1 - offset: 0x28

Prop: m\_flWaterZ - type: 1 - elements: 1 - offset: 0x24

Prop: m\_nCount - type: 0 - elements: 1 - offset: 0x2C

Prop: m\_fSpeed - type: 1 - elements: 1 - offset: 0x30

Table: DT\_TEDecal

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_vecOrigin - type: 2 - elements: 1 - offset: 0xC

Prop: m\_vecStart - type: 2 - elements: 1 - offset: 0x18

Prop: m\_nEntity - type: 0 - elements: 1 - offset: 0x24

Prop: m\_nHitbox - type: 0 - elements: 1 - offset: 0x28

Prop: m\_nIndex - type: 0 - elements: 1 - offset: 0x2C

Table: DT\_TEDust

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_flSize - type: 1 - elements: 1 - offset: 0x18

Prop: m\_flSpeed - type: 1 - elements: 1 - offset: 0x1C

Prop: m\_vecDirection - type: 2 - elements: 1 - offset: 0x20

Prop: m\_color - type: 0 - elements: 1 - offset: 0x2C

Table: DT\_TEDynamicLight

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_vecOrigin - type: 2 - elements: 1 - offset: 0xC

Prop: r - type: 0 - elements: 1 - offset: 0x1C

Prop: g - type: 0 - elements: 1 - offset: 0x20

Prop: b - type: 0 - elements: 1 - offset: 0x24

Prop: exponent - type: 0 - elements: 1 - offset: 0x28

Prop: m\_fRadius - type: 1 - elements: 1 - offset: 0x18

Prop: m\_fTime - type: 1 - elements: 1 - offset: 0x2C

Prop: m\_fDecay - type: 1 - elements: 1 - offset: 0x30

Prop: m\_bCheap - type: 0 - elements: 1 - offset: 0x34

Table: DT\_TEEffectDispatch

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_EffectData - type: 5 - elements: 1 - offset: 0xC

Table: DT\_TEEffectEvent

Prop: m\_hAnimating - type: 0 - elements: 1 - offset: 0xC

Prop: m\_event - type: 0 - elements: 1 - offset: 0x10

Prop: m\_effectGroup - type: 0 - elements: 1 - offset: 0x14

Prop: m\_effectFileName - type: 0 - elements: 1 - offset: 0x18

Table: DT\_TEEnergySplash

Prop: m\_vecPos - type: 2 - elements: 1 - offset: 0xC

Prop: m\_vecDir - type: 2 - elements: 1 - offset: 0x18

Prop: m\_bExplosive - type: 0 - elements: 1 - offset: 0x24

Table: DT\_TEExplosion

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_nModelIndex - type: 0 - elements: 1 - offset: 0x18

Prop: m\_fScale - type: 1 - elements: 1 - offset: 0x1C

Prop: m\_nFrameRate - type: 0 - elements: 1 - offset: 0x20

Prop: m\_nFlags - type: 0 - elements: 1 - offset: 0x24

Prop: m\_vecNormal - type: 2 - elements: 1 - offset: 0x28

Prop: m\_chMaterialType - type: 0 - elements: 1 - offset: 0x34

Prop: m\_nRadius - type: 0 - elements: 1 - offset: 0x38

Prop: m\_nMagnitude - type: 0 - elements: 1 - offset: 0x3C

Table: DT\_TEFizz

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_nEntity - type: 0 - elements: 1 - offset: 0xC

Prop: m\_nModelIndex - type: 0 - elements: 1 - offset: 0x10

Prop: m\_nDensity - type: 0 - elements: 1 - offset: 0x14

Prop: m\_nCurrent - type: 0 - elements: 1 - offset: 0x18

Table: DT\_TEFootprintDecal

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_vecOrigin - type: 2 - elements: 1 - offset: 0xC

Prop: m\_vecDirection - type: 2 - elements: 1 - offset: 0x18

Prop: m\_nEntity - type: 0 - elements: 1 - offset: 0x24

Prop: m\_nIndex - type: 0 - elements: 1 - offset: 0x28

Prop: m\_chMaterialType - type: 0 - elements: 1 - offset: 0x2C

Table: DT\_TEGaussExplosion

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_nType - type: 0 - elements: 1 - offset: 0x18

Prop: m\_vecDirection - type: 2 - elements: 1 - offset: 0x1C

Table: DT\_TEGlowSprite

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_vecOrigin - type: 2 - elements: 1 - offset: 0xC

Prop: m\_nModelIndex - type: 0 - elements: 1 - offset: 0x18

Prop: m\_fScale - type: 1 - elements: 1 - offset: 0x1C

Prop: m\_fLife - type: 1 - elements: 1 - offset: 0x20

Prop: m\_nBrightness - type: 0 - elements: 1 - offset: 0x24

Table: DT\_TEHeroesEFXBlood

Prop: m\_offset - type: 2 - elements: 1 - offset: 0xC

Prop: m\_normal - type: 2 - elements: 1 - offset: 0x18

Prop: m\_magnitude - type: 1 - elements: 1 - offset: 0x24

Prop: m\_hParent - type: 0 - elements: 1 - offset: 0x28

Prop: m\_hitboxBone - type: 0 - elements: 1 - offset: 0x2C

Prop: m\_damageType - type: 0 - elements: 1 - offset: 0x30

Table: DT\_TEImpact

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_vecOrigin - type: 2 - elements: 1 - offset: 0xC

Prop: m\_vecNormal - type: 2 - elements: 1 - offset: 0x18

Prop: m\_iType - type: 0 - elements: 1 - offset: 0x24

Table: DT\_TEKillPlayerAttachments

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_nPlayer - type: 0 - elements: 1 - offset: 0xC

Table: DT\_TELargeFunnel

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_nModelIndex - type: 0 - elements: 1 - offset: 0x18

Prop: m\_nReversed - type: 0 - elements: 1 - offset: 0x1C

Table: DT\_TEMetalSparks

Prop: m\_vecPos - type: 2 - elements: 1 - offset: 0xC

Prop: m\_vecDir - type: 2 - elements: 1 - offset: 0x18

Table: DT\_TEMuzzleFlash

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_vecOrigin - type: 2 - elements: 1 - offset: 0xC

Prop: m\_vecAngles - type: 2 - elements: 1 - offset: 0x18

Prop: m\_flScale - type: 1 - elements: 1 - offset: 0x24

Prop: m\_nType - type: 0 - elements: 1 - offset: 0x28

Table: DT\_TEParticleSystem

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_vecOrigin[0] - type: 1 - elements: 1 - offset: 0xC

Prop: m\_vecOrigin[1] - type: 1 - elements: 1 - offset: 0x10

Prop: m\_vecOrigin[2] - type: 1 - elements: 1 - offset: 0x14

Table: DT\_TEPhysicsProp

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_vecOrigin - type: 2 - elements: 1 - offset: 0xC

Prop: m\_angRotation[0] - type: 1 - elements: 1 - offset: 0x18

Prop: m\_angRotation[1] - type: 1 - elements: 1 - offset: 0x1C

Prop: m\_angRotation[2] - type: 1 - elements: 1 - offset: 0x20

Prop: m\_vecVelocity - type: 2 - elements: 1 - offset: 0x24

Prop: m\_nModelIndex - type: 0 - elements: 1 - offset: 0x30

Prop: m\_nSkin - type: 0 - elements: 1 - offset: 0x34

Prop: m\_nFlags - type: 0 - elements: 1 - offset: 0x38

Prop: m\_nEffects - type: 0 - elements: 1 - offset: 0x3C

Prop: m\_disposeDelay - type: 1 - elements: 1 - offset: 0x40

Table: DT\_TEPlayerDecal

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_vecOrigin - type: 2 - elements: 1 - offset: 0x10

Prop: m\_nEntity - type: 0 - elements: 1 - offset: 0x1C

Prop: m\_nPlayer - type: 0 - elements: 1 - offset: 0xC

Table: DT\_TEProjectedDecal

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_vecOrigin - type: 2 - elements: 1 - offset: 0xC

Prop: m\_angRotation - type: 2 - elements: 1 - offset: 0x20

Prop: m\_flDistance - type: 1 - elements: 1 - offset: 0x1C

Prop: m\_nIndex - type: 0 - elements: 1 - offset: 0x18

Table: DT\_TEShatterSurface

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_vecOrigin - type: 2 - elements: 1 - offset: 0xC

Prop: m\_vecAngles - type: 2 - elements: 1 - offset: 0x18

Prop: m\_vecForce - type: 2 - elements: 1 - offset: 0x24

Prop: m\_vecForcePos - type: 2 - elements: 1 - offset: 0x30

Prop: m\_flWidth - type: 1 - elements: 1 - offset: 0x3C

Prop: m\_flHeight - type: 1 - elements: 1 - offset: 0x40

Prop: m\_flShardSize - type: 1 - elements: 1 - offset: 0x44

Prop: m\_nSurfaceType - type: 0 - elements: 1 - offset: 0x48

Prop: m\_uchFrontColor[0] - type: 0 - elements: 1 - offset: 0x4C

Prop: m\_uchFrontColor[1] - type: 0 - elements: 1 - offset: 0x4D

Prop: m\_uchFrontColor[2] - type: 0 - elements: 1 - offset: 0x4E

Prop: m\_uchBackColor[0] - type: 0 - elements: 1 - offset: 0x4F

Prop: m\_uchBackColor[1] - type: 0 - elements: 1 - offset: 0x50

Prop: m\_uchBackColor[2] - type: 0 - elements: 1 - offset: 0x51

Table: DT\_TEShowLine

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_vecEnd - type: 2 - elements: 1 - offset: 0x18

Table: DT\_Tesla

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_SoundName - type: 3 - elements: 1 - offset: 0x3AC

Prop: m\_iszSpriteName - type: 3 - elements: 1 - offset: 0x3DC

Table: DT\_TESmoke

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_vecOrigin - type: 2 - elements: 1 - offset: 0xC

Prop: m\_nModelIndex - type: 0 - elements: 1 - offset: 0x18

Prop: m\_fScale - type: 1 - elements: 1 - offset: 0x1C

Prop: m\_nFrameRate - type: 0 - elements: 1 - offset: 0x20

Table: DT\_TESparks

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_nMagnitude - type: 0 - elements: 1 - offset: 0x18

Prop: m\_nTrailLength - type: 0 - elements: 1 - offset: 0x1C

Prop: m\_vecDir - type: 2 - elements: 1 - offset: 0x20

Table: DT\_TESprite

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_vecOrigin - type: 2 - elements: 1 - offset: 0xC

Prop: m\_nModelIndex - type: 0 - elements: 1 - offset: 0x18

Prop: m\_fScale - type: 1 - elements: 1 - offset: 0x1C

Prop: m\_nBrightness - type: 0 - elements: 1 - offset: 0x20

Table: DT\_TESpriteSpray

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_vecOrigin - type: 2 - elements: 1 - offset: 0xC

Prop: m\_vecDirection - type: 2 - elements: 1 - offset: 0x18

Prop: m\_nModelIndex - type: 0 - elements: 1 - offset: 0x24

Prop: m\_fNoise - type: 1 - elements: 1 - offset: 0x2C

Prop: m\_nSpeed - type: 0 - elements: 1 - offset: 0x28

Prop: m\_nCount - type: 0 - elements: 1 - offset: 0x30

Table: DT\_ProxyToggle

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: blah - type: 5 - elements: 1 - offset: 0x0

Table: DT\_TestTraceline

Prop: m\_clrRender - type: 0 - elements: 1 - offset: 0x20

Prop: m\_vecOrigin - type: 2 - elements: 1 - offset: 0x340

Prop: m\_angRotation[0] - type: 1 - elements: 1 - offset: 0x34C

Prop: m\_angRotation[1] - type: 1 - elements: 1 - offset: 0x350

Prop: m\_angRotation[2] - type: 1 - elements: 1 - offset: 0x354

Prop: moveparent - type: 0 - elements: 1 - offset: 0xF8

Table: DT\_TEWorldDecal

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_vecOrigin - type: 2 - elements: 1 - offset: 0xC

Prop: m\_nIndex - type: 0 - elements: 1 - offset: 0x18

Table: DT\_TimebombProjectile

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: detonateTime - type: 1 - elements: 1 - offset: 0x824

Prop: m\_nSkin - type: 0 - elements: 1 - offset: 0x0

Table: DT\_PropManipulator

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_TreasureBox

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_isShowState - type: 0 - elements: 1 - offset: 0x82C

Table: DT\_TriggerCamera

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_fov - type: 1 - elements: 1 - offset: 0x3F8

Prop: m\_enableFovAttachment - type: 0 - elements: 1 - offset: 0x3FC

Prop: m\_iParentFovAttachment - type: 0 - elements: 1 - offset: 0x400

Table: DT\_TriggerEnvNPCSpawner

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_activatedEffectNameNS - type: 3 - elements: 1 - offset: 0x608

Prop: m\_deactivatedEffectNameNS - type: 3 - elements: 1 - offset: 0x70C

Prop: m\_activated - type: 0 - elements: 1 - offset: 0x810

Table: DT\_TriggerMoveSector

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_activatedEffectNameNS - type: 3 - elements: 1 - offset: 0x5FC

Prop: m\_deactivatedEffectNameNS - type: 3 - elements: 1 - offset: 0x700

Prop: m\_hideEffectNameNS - type: 3 - elements: 1 - offset: 0x804

Prop: m\_triggerName - type: 3 - elements: 1 - offset: 0x908

Prop: m\_activateState - type: 0 - elements: 1 - offset: 0xA0C

Table: DT\_TriggerSequenceAction

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_activatedEffectNameNS - type: 3 - elements: 1 - offset: 0x608

Prop: m\_deactivatedEffectNameNS - type: 3 - elements: 1 - offset: 0x70C

Prop: m\_launchedEffectNameNS - type: 3 - elements: 1 - offset: 0x810

Prop: m\_activated - type: 0 - elements: 1 - offset: 0x914

Prop: m\_launched - type: 0 - elements: 1 - offset: 0x915

Table: DT\_VGuiScreen

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_flWidth - type: 1 - elements: 1 - offset: 0x3AC

Prop: m\_flHeight - type: 1 - elements: 1 - offset: 0x3B0

Prop: m\_nAttachmentIndex - type: 0 - elements: 1 - offset: 0x3B8

Prop: m\_nPanelName - type: 0 - elements: 1 - offset: 0x3B4

Prop: m\_fScreenFlags - type: 0 - elements: 1 - offset: 0x3C0

Prop: m\_nOverlayMaterial - type: 0 - elements: 1 - offset: 0x3BC

Table: DT\_VguiTexturePanel

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_material - type: 3 - elements: 1 - offset: 0x3AC

Prop: width - type: 0 - elements: 1 - offset: 0x4AC

Prop: height - type: 0 - elements: 1 - offset: 0x4B0

Prop: align - type: 0 - elements: 1 - offset: 0x4B4

Prop: offsetx - type: 0 - elements: 1 - offset: 0x4B8

Prop: offsety - type: 0 - elements: 1 - offset: 0x4BC

Prop: entityid - type: 0 - elements: 1 - offset: 0x4C8

Prop: duration - type: 1 - elements: 1 - offset: 0x4CC

Prop: fadein - type: 1 - elements: 1 - offset: 0x4D0

Prop: fadeout - type: 1 - elements: 1 - offset: 0x4D4

Prop: showpanelproxy - type: 0 - elements: 1 - offset: 0x4C0

Prop: hidepanelproxy - type: 0 - elements: 1 - offset: 0x4C4

Table: DT\_WaterBullet

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_WaterLODControl

Prop: m\_flCheapWaterStartDistance - type: 1 - elements: 1 - offset: 0x3A8

Prop: m\_flCheapWaterEndDistance - type: 1 - elements: 1 - offset: 0x3AC

Table: DT\_WeaponBareHand

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_WeaponBladeBase

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_isDualType - type: 0 - elements: 1 - offset: 0x6D4

Prop: m\_hChainR - type: 0 - elements: 1 - offset: 0x6D8

Prop: m\_hChainL - type: 0 - elements: 1 - offset: 0x6DC

Prop: m\_HookState - type: 0 - elements: 1 - offset: 0x6E0

Prop: m\_attachedBoneIndex - type: 0 - elements: 1 - offset: 0x6E4

Prop: m\_attachedStaticPosition - type: 2 - elements: 1 - offset: 0x6E8

Prop: m\_attachedBoneAngle - type: 2 - elements: 1 - offset: 0x6F4

Prop: m\_hAttachedEntity - type: 0 - elements: 1 - offset: 0x700

Prop: m\_length - type: 1 - elements: 1 - offset: 0x704

Prop: m\_bladePositionForManualAim - type: 2 - elements: 1 - offset: 0x708

Table: DT\_WeaponBlaster

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_WeaponBow

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_currentBowType - type: 0 - elements: 1 - offset: 0x6D8

Prop: m\_flCycle - type: 0 - elements: 1 - offset: 0x0

Table: DT\_WeaponCarry

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_targetEntity - type: 0 - elements: 1 - offset: 0x6D4

Prop: m\_isAttached - type: 0 - elements: 1 - offset: 0x6D8

Prop: m\_carryType - type: 0 - elements: 1 - offset: 0x6DC

Table: DT\_WeaponCrossGun

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_flCycle - type: 0 - elements: 1 - offset: 0x0

Table: DT\_WeaponCubemap

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_WeaponCycler

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_WeaponDualBlade

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_WeaponDualLinker

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: LinkerHookState - type: 0 - elements: 1 - offset: 0x6D4

Prop: m\_firstBullet - type: 0 - elements: 1 - offset: 0x6CC

Prop: m\_secondBullet - type: 0 - elements: 1 - offset: 0x6D0

Table: DT\_WeaponDualSpear

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_WeaponDualSword

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_WeaponFishingRod

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_state - type: 0 - elements: 1 - offset: 0x710

Prop: m\_float - type: 0 - elements: 1 - offset: 0x6CC

Table: DT\_WeaponFragThrower

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_WeaponGrappling

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: pTargetNPC - type: 0 - elements: 1 - offset: 0x6CC

Prop: pAttackTargetEntity - type: 0 - elements: 1 - offset: 0x6D0

Prop: isAttached - type: 0 - elements: 1 - offset: 0x6ED

Prop: m\_isFinishMotion - type: 0 - elements: 1 - offset: 0x704

Table: DT\_WeaponHammer

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Table: DT\_WeaponHarpoon

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: pTargetFish - type: 0 - elements: 1 - offset: 0x7AC

Table: DT\_WeaponHeroesBase

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_materialGameData - type: 5 - elements: 1 - offset: 0x68C

Prop: virtualSequence - type: 0 - elements: 1 - offset: 0x6C0

Table: DT\_WeaponHookshot

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: hookState - type: 0 - elements: 1 - offset: 0x6CC

Prop: attachType - type: 0 - elements: 1 - offset: 0x6D0

Prop: usageType - type: 0 - elements: 1 - offset: 0x6D4

Prop: pTargetNPC - type: 0 - elements: 1 - offset: 0x790

Prop: pTargetProp - type: 0 - elements: 1 - offset: 0x794

Prop: pTargetPlayer - type: 0 - elements: 1 - offset: 0x798

Prop: length - type: 1 - elements: 1 - offset: 0x730

Prop: hook - type: 0 - elements: 1 - offset: 0x78C

Table: DT\_WeaponJavelin

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_projectile - type: 0 - elements: 1 - offset: 0x6CC

Table: DT\_WeaponLift

Prop: baseclass - type: 5 - elements: 1 - offset: 0x0

Prop: m\_targetEntity - type: 0 - elements: 1 - offset: 0x6D4

Prop: m\_isAttached - type: 0 - elements: 1 - offset: 0x6D8

Prop: m\_liftObjHealth - ty