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Scripting 2

Entities

daaaayum broooo

mondongo

Fields

- **name**
String
A very cool field
- **visualsPath**
String
- **renderLayer**
Int32
- **builtin**
String[]
- **components**
Dictionary{String,Object}
- **model**
{T}

[Available component list](#)

Entity Physics Extension

Fields

- **colliderSizeX**
Int32
- **colliderSizeY**
Int32
- **isTrigger**
Boolean

- physicsLayer
Int32
- collisionLayerMask
Int32[]

Wacala otros tipos

- [VisualModel](#)
- [WeaponModel](#)
- [ParticleSpawnModel](#)
- [PersistentWeaponModel](#)
- [ProjectileModel](#)
- [DropModel](#)