

Table of Contents

Entities	2
VisualModel	4
WeaponModel	5
ParticleSpawnModel	6
PersistentWeaponModel	7
ProjectileModel	8
DropModel	10
Entity Components	11
AnimatorTriggerComponent	13
InputProviderMobComponent	14
SpawnerComponent	15
TriggerListenerComponent	16
ControlHandlerMobComponent	17
InteractionHandlerMobComponent	18
MobComponentModel	19
LevitationMobComponent	20
MovementComponentModel	21
PlayerMovementMobComponent	22
SteeringMovementComponentModel	23
WeaponHandlerComponentModel	24
MeleeComponentModel	25
RideableShooterComponent	26
ShooterComponentModel	27
WeaponComponentModel	28
BarGroupUIComponent	29
BarUIComponent	30
ButtonUIComponent	31
ComicUIComponent	32
ImageUIComponent	33
InputTriggerUIComponent	34
SelectionGroupUIComponent	35
TextUIComponent	36
UIEntityComponent	37
UpgradeGroupUIComponent	38
WanderUIComponent	39
WaverUIComponent	40

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](#)

VisualModel

Fields

- **duration**
Single
- **aperture**
Single
- **rotation**
Single

WeaponModel

Fields

- **cooldown**
Single
- **maxAmmo**
Int32
- **visual**
Blastback.Source.Gameplay.Entities.Controllers.VisualModel
- **components**
Dictionary{String,Object}

ParticleSpawnModel

Fields

- **id**
String
- **relX**
Int32
- **relY**
Int32
- **attach**
Boolean
- **delay**
Single
- **renderLayer**
Int32

PersistentWeaponModel

Fields

- Cooldown
Single

ProjectileModel

Fields

- **verticalSize**
Single
- **horizontalSize**
Single
- **triggerStepOffset**
Single
- **ignoreAttackHimself**
Boolean
- **special**
Boolean
- **hitNumber**
Int32
- **maxHitNumber**
Int32
- **damage**
Int32
- **maxBounces**
Int32
- **rotationVelocity**
Single
- **velocity**
Single
- **velocityDecrease**
Single
- **killingVelocity**

Single

- **overridingCollisionMask**

Int32

- **isEnemyBullet**

Boolean

- **collectable**

Boolean

- **bounceOffMobs**

Boolean

- **effects**

Blastback.Source.Gameplay.Entities.Controllers.ProjectileEffect[]

DropModel

Fields

- **minStartForce**
Single
- **maxStartForce**
Single
- **minStartTorque**
Single
- **maxStartTorque**
Single
- **rotationDampen**
Single
- **maxAttractionDistance**
Single
- **collectDistance**
Single
- **effect**
String

Entity Components

Here is a component schema

Fields

- **commandMap**
Dictionary{String,String}

Common components

- [AnimatorTriggerComponent](#)
- [InputProviderMobComponent](#)
- [SpawnerComponent](#)
- [TriggerListenerComponent](#)

Mob components

- [ControlHandlerMobComponent](#)
- [InteractionHandlerMobComponent](#)
- [MobComponentModel](#)
- [LevitationMobComponent](#)
- [MovementComponentModel](#)
- [PlayerMovementMobComponent](#)
- [SteeringMovementComponentModel](#)
- [WeaponHandlerComponentModel](#)

Weapon components

- [MeleeComponentModel](#)
- [RideableShooterComponent](#)
- [ShooterComponentModel](#)
- [WeaponComponentModel](#)

UI components

- [BarGroupUIComponent](#)
- [BarUIComponent](#)
- [ButtonUIComponent](#)
- [ComicUIComponent](#)
- [ImageUIComponent](#)
- [InputTriggerUIComponent](#)
- [SelectionGroupUIComponent](#)

- [TextUIComponent](#)
- [UIEntityComponent](#)
- [UpgradeGroupUIComponent](#)
- [WanderUIComponent](#)
- [WaverUIComponent](#)

AnimatorTriggerComponent

Fields

- triggers
Dictionary{String,Dictionary{String,Int32}}

InputProviderMobComponent

Fields

- id
String

SpawnerComponent

Fields

- id
String

TriggerListenerComponent

Fields

- **enabled**
Boolean
- **whitelist**
String[]

ControlHandlerMobComponent

Fields

- id
String

InteractionHandlerMobComponent

Fields

- radius
Single

MobComponentModel

Fields

- `commandMap`
Dictionary{String,String}

LevitationMobComponent

Fields

- **ampX**
Single
- **ampY**
Single
- **offX**
Single
- **offY**
Single
- **speed**
Single

MovementComponentModel

Fields

- velocity
Single

PlayerMovementMobComponent

Fields

- behaviors

Dictionary{String,Dictionary{String,Single}}

SteeringMovementComponentModel

Fields

- behaviors

Dictionary{String,Dictionary{String,Single}}

WeaponHandlerComponentModel

Fields

- id
String
- isPersistent
Boolean

MeleeComponentModel

Fields

- **hitBoxSize**
Single
- **attackDuration**
Single
- **canHit**
Boolean
- **playerFriendly**
Boolean
- **damage**
Int32
- **deflection**
Blastback.Source.Gameplay.Entities.Components.Weapon.DeflectionModel

RideableShooterComponent

Fields

- avoidDamage

Boolean

ShooterComponentModel

Fields

- **projectileVelocity**
Single
- **projectileIDs**
String[]
- **defaultProjectileID**
String
- **projectilesPerShot**
Int32
- **playerFriendly**
Boolean
- **addedDamage**
Single
- **gunPointX**
Single
- **gunPointY**
Single

WeaponComponentModel

Fields

- **actionMap**
Dictionary{String,String}

BarGroupUIComponent

Fields

- **barAmountRef**
String
- **currentBarIndexRef**
String
- **currentBarPercRef**
String
- **barID**
String
- **spacing**
Int32

BarUIComponent

Fields

- **maxValueRef**
String
- **valueRef**
String
- **backgroundColor**
String
- **width**
Int32
- **height**
Int32

ButtonUIComponent

Fields

- width
Int32
- height
Int32

ComicUIComponent

Fields

- data
String

ImageUIComponent

Fields

- visuals
String

InputTriggerUIComponent

Fields

- **amplitude**
Single
- **frecuency**
Single
- **offset**
Single

SelectionGroupUIComponent

Fields

- upgradeAmt
Int32

TextUIComponent

Fields

- **hAlign**
Nez.HorizontalAlign
- **vAlign**
Nez.VerticalAlign

UIEntityComponent

Fields

- **renderLayer**

Int32

- **offsetX**

Int32

- **offsetY**

Int32

- **color**

String

- **value**

String

UpgradeGroupUIComponent

Fields

- upgradeAmt
Int32

WanderUIComponent

Fields

- amplitude
Single

WaverUIComponent

Fields

- **amplitude**
Single
- **frecuency**
Single
- **offset**
Single