**Tag List – Pre Modification**

*Seb Holzapfel – File originally from Fluxan documentation*

**NAME** <entitytype> (No spaces allowed! – must be same as file name)

**FILE** <somefile> (defines object shape, colour and centre)

**SCALE** <defaultScale>

**DECAYS** <startingAlpha> <startingScale> <finalAlpha> <finalScale> <deltaAlpha> <deltaScale> (Requires OVERRIDE\_DRAW also)

**ROTATES** <rotationSpeed>

**WOBBLES** <wobbleFactor> <wobbleSpeed> (requires scale to be set prior)

**CREATES\_GRAVITY** <gravityRadius> <gravityStrength> <showRadius?> (Negative strength is repulsion)

**AFFECTED\_BY\_GRAVITY** <gravityAttraction>

**VELOCITY\_INHERITANCE** <inheritanceFactor>

**INHERITED\_HEADING\_VELOCITY** <startingVelocity>

**VELOCITY\_CLAMP** <minimumVelocity> <maximumVelocity>

**DESTROY\_TYPE\_ON\_RADIUS** <typeToDestroy> <destructionRadius>

**PROJECTILE\_ON\_TYPE\_RADIUS** <projectileType> <targetType> <detectionRadius> <rate>

**WARP\_TYPE\_ON\_RADIUS** <typeToWarp> <warpRadius> <id>

**WARP\_TARGET** <diffusion> <id>

**HAS\_HEALTH** <amount>

**HURT\_TYPE\_ON\_RADIUS** <typeToHurt> <amountToHurt> <radius> (Object this is applied to will get destroyed when it hurts the typeToHurt)

**PROJECTILE\_ON\_DESTROY** <typeOfProjectile> <diffusion>

**SOUND\_ON\_CREATE** <filename>

**INCREASE\_SCORE\_ITEM** <amount> <radius>

**IS\_LOCAL\_PLAYER**

**IS\_REMOTE\_PLAYER**

**USE\_RANDOM\_POSITION**

**USE\_RANDOM\_ROTATION**

**HAS\_VELOCITY**

**VELOCITY\_DETERMINES\_HEADING**

**OVERRIDE\_DRAW** (Required for entities that use an alpha - ‘DECAYS’ is an example)