Player

* Colour
* Ammo
* Secrets
* Height
* Weapon
* Keycards
* Type
* Health
* Angle
* Id
* cheatFlags
* flags
* typeId
* kills
* items
* weapons
* armor
* position

Players

* isConsolePlayer
* type
* secrets
* weapons
* weapon
* position
* colour
* health
* items
* height
* angle
* keycards
* armor
* flags
* typeId
* id
* name
* cheatFlags
* kills
* ammo
* last\_attacked\_by

Objects

id

position

angle

height

health

typeId

type

flags

distance

typeIds:

Player = -1

Shotgun = 2001

Chainsaw = 2005

Green Armor 100% = 2018

Chainsaw = 2005

Health Potion +1% health = 2014

Shotgun Shells = 2008

Ammo clip = 2007

Box of Rockets = 2046

Rocket Launcher = 2003

Twitching impaled human = 26

Dead cacodemon = 22

Shotgun Shell -> Health Potion -> Ammo Clip -> Chainsaw -> Shotgun -> Box of Rockets -> Rocket Launcher

World

episode

map

wad

skill

lightss