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