

# Object Naming Conventions

An objectname:

class.group.index[.specialField]

Meanings:

## *class*

o	Object	a named object
c	Character	a 3d model (character)
i	Inventory	a takeable / usable object
w	Weapon	shoot it!
p	Path	controls the path of a model
t	Trigger	triggers an event

## *group*

tells the group the object belongs to, like key, door, sword, gun, ...

## *index*

an index, beginning with 0

## *specialField*

depends on class of the object

o	don't have a specialField	
c	number	lifepoints
i	string	with which other group is this object usable?
w	number	firepower of the weapon
t	number	id of an event from the event-manager

the p class has a complete different meaning. the group.index pair tells the model to control with that path. the specialField of the p tells the speed of the controlled model.

The objectname in the 3DS also tells the path to the .md2 file, e.g.:

c.character.1	>	data/gfx/c/character.md2
w.rocketthrower.12.32	>	data/gfx/w/rocketthrower.md2
i.key.22.woodendoor	>	data/gfx/i/key.md2
o.woodendoor.22	>	data/gfx/o/woodendoor.md2
t.door.123	>	triggers door number 123

The p and t classes (path and trigger) have no graphical representation.