

Mission Elements (WIP)

Here this page will talk about the Mission Elements in Payday2. There are hundreds of elements to use for your levels so you can get very creative with some of these.

Here I will explain all the elements as they are listed in-game (Alphabetical Order).

AiArea

On Execution AiArea will connect selected Navigation Segments together to act as a single 'Room'. Keep in mind Navigation Segments will still work like they normally do so this can be used to cut a room in half to forbid navigation with an AiGraph element in only a specific area.

AiAttention

On Execution AiAttention will apply the selected attention settings to the instigator unit(s).

- Manage Instigator IDs List, Select unit IDs to apply attention operations to.
- Use Instigator, Toggle if this element should apply to the instigating unit.
- Preset, Select an attention preset for the unit to use.
- Operation, Select how the attention preset should operate.
 - Set: Sets the current instigators attention to the preset attention.
 - Add: Add attention rules to the instigator unit.
 - Override: Replace current rules with selected preset.
- Override, only used with Override Operation to override the current attention rules to the preset rules.

AiForceAttention

(N/A)

AiForceAttentionOperator

(N/A)

AiGraph

On Executed AiGraph will operate on Navigation Graph.

- Graph Units, Select what Navigation Graphs to operate on.
- Operation, select an operation.
 - allow_access: Enables navigation associated with selected Graphs
 - forbid_access: Disables navigation associated with selected Graphs
 - forbid_custom: N/A.

AiRemove

On Executed AiRemove will remove (or kill if selected) instigating Ai.

- Manage Elements, select Ai spawning elements to remove all that have been spawned by them.
- Use Instigator, will remove the instigating Ai.
- True Death, will make Ai look like they have died instead of being deleted entirely.
- Force Ragdoll, requires True Death enabled, Does nothing.

AccessCamera

Does nothing on execution, Access will be available based on the Enabled state.

- Camera Unit, Select what camera to use. If the camera is broken access will not be available.
- Text ID, A written string ID. Leaving it as debug_none will show a generic camera number.
- Yaw Limit, Horizontal freedom.
- Pitch Limit, Vertical freedom.

AccessCameraOperator

On Execution AccessCameraOperator will operate on selected AccessCamera elements.

- Manage Elements, select AccessCamera elements to operate.
- Operation, select an operation.
 - none: Does nothing.
 - destroy: Makes the AccessCamera "Lose Feed" as if the camera had been destroyed.

AccessCameraTrigger

Will trigger from AccessCamera elements when a certain condition is met.

- Manage Elements, select AccessCamera elements to be triggered from.
- Trigger Type, select a trigger.
 - accessed: When a camera is accessed by a player.
 - destroyed: When a camera is destroyed
 - alarm: When a camera has been alarmed

ActionMessage

Unused element.

ActivateScript

Unknown.

AiGlobalEvent

On Execution AiGlobalEvent will apply the selected rules to the match.

- Wave Mode, select the games current assault state. (besiege is often used on alarm.)
- Ai Event, select the games Ai Event. (police_called is often used on alarm.)
- Blame, select the pop-up message on why the global event changed.

AlertTrigger

Will trigger from specified sound rules, Used on one occasion for gunshots calling the police on Big Oil Day1- But it not longer used. Use an Operator element to add and remove the trigger.

ApplyJobValue

On Execution a Key (and a Value) will applied to selected JobValue Elements.

AreaMinPoliceForce

When Operated on by an Operator element a selected amount of enemy groups will focus on being in the nearby Graph. Element Operator Required to use this element.

Operation:

- add: Will enable the minimal force.
- remove: Will disable the minimal force.

AreaOperator

On Executed AreaOperator will operate on selected AreaTriggers.

- Manage Elements, select AreaTrigger to operate.
- Interval, change the rate that the AreaTrigger triggers.
- Use Disabled Shapes, Toggle if the AreaTrigger uses disabled Shape elements.
- Apply On Interval, Toggle if the AreaTrigger applies the change in interval.
- Apply On Use Disabled Shapes, Toggle if the AreaTrigger applies the change to use disabled shapes.

AreaReportTrigger

An advanced version of the AreaTrigger, includes more trigger options. Use AreaTrigger for less complex requirements.

- Manage Unit IDs, Unknown
- Manage Spawn Unit Elements, Select SpawnUnit elements. (Unknown use)
- Manage Use Shape Elements, Select Shape elements to trigger from instead of the AreaReportTrigger shape.
- Manage Rules Element IDs, Select an InstigatorRules element to filter what triggers.
- Interval, Select the time in seconds for it to check what's inside the AreaReportTriggers shape.
- Instigator, Broad filter of rules for the trigger. (Must still align with the InstigatorRules if used)
- Amount, Select an amount. 1-4 is for a loose counting and All is often used for escape areas to check if all players are inside.
- Use Disabled Shapes, Toggle if you want to still trigger from Shape elements that are disabled.
- Shape Type, Select a shape.
- Width/Depth/Height/Radius, Self explanatory.

AreaTrigger

A simple trigger element for units entering/exiting/ect.

- Manage Unit IDs, Unknown
- Manage Spawn Unit Elements, Select SpawnUnit elements. (Unknown use)
- Manage Use Shape Elements, Select Shape elements to trigger from instead of the AreaReportTrigger shape.
- Manage Rules Element IDs, Select an InstigatorRules element to filter what triggers.
- Interval, Select the time in seconds for it to check what's inside the AreaReportTriggers shape.
- Trigger On, Select enter/exit/ect rules.
 - on_enter: On entering the area.
 - on_exit: On exiting the area.
 - both: On entering and exiting the area.
 - on_empty: When empty.
 - while_inside: Trigger on interval while inside the area.
- Instigator, Broad filter of rules for the trigger. (Must still align with the InstigatorRules if used)
- Amount, Select an amount. 1-4 is for a loose counting and All is often used for escape areas to check if all players are inside.
- Use Disabled Shapes, Toggle if you want to still trigger from Shape elements that are disabled.

- Shape Type, Select a shape.
- Width/Depth/Height/Radius, Self explanatory.

AssetTrigger

Executes when selected asset ID is unlocked.

- ID, Select asset ID to trigger from.

AwardAchievement

On Executed awards selected steam achievement.

- Achievement, Achievement ID to be unlocked.
- Award Instigator, Toggle is only the instigator of this element is given the achievement.
- Players From Start, Toggle if the players needed to be in the lobby when it started to be awarded achievement.

B...

BLCustomAchievement

Used for custom Beardlib achievements.

- Package ID, set the package ID of the related achievement.
- Achievement ID, set the achievement ID to unlock on executed.
- Amount Increase, if the achievement has an amount to reach for unlock, increase the amount value by this..
- Award Instigator, Toggle to only apply to the player that instigates the element.
- Players From Start, Toggle to only apply to players who have been in the game from the start.

BainState

Used to toggle bain dialogue.

- State, Toggle if Bain should speak.

BlackscreenVariant

Used to change the 'outro_event' variant in the level tweak data.

- Variant 1-30

BlurZone

Used to apply a visual blur effect in a shape.

- Mode:
 - 0: Off
 - 1: Enabled
 - 2: Enabled, Flashes players inside when executed
- Radius/Height, Shape the blur zone area.
- Operator Element Operations:
 - Remove, use a remove operation to deactivate the BlurZone after it's been executed. Can be executed again afterwards.

C...

Carry

Used to typically operate on Lootbag units. Applies to all unit instigators.

- Operation, most operations are self explanatory.
 - add_to_respawn is used to remove bags until they are respawned by a LootBag element.
 - filter_only is used to do nothing to the lootbag but still execute the element.
 - poof is used on lootbags with 'can_poof = true' to make them visually poof out of existence. Used on Cloaker lootbags to make them vanish.

ChangeVanSkin

Used to change the heister van skin.

- Manage Unit IDs, Select player van units to update paint job.
- Target Skin, Select a van skin to apply.

CharacterDamage

Unknown

CharacterOutline

Unknown

CharacterSequence

Run a sequence from the selected character.

- Manage Elements List, Select Character spawning elements to apply to.
- Use Instigator, Apply sequence to instigating character.
- Sequence, Type in the name of the sequence you want to apply.

CharacterTeam

Change the team of the selected character.

- Manage Elements List, Select Character spawning elements to apply to.
- Use Instigator, Apply sequence to instigating character.
- Ignore Disabled, Dont apply effects to disabled elements.
- Team, Select the team you want the character to change to.

CheckDLC

Filter based on DLC ownership.

- Require All, Toggle if you require all selected DLC instead of just the ones listed.
- Invert, Toggle if the selected DLC IDs should apply backwards.
- DLC IDs, Select DLC IDs to filter.

Counter

Holds a number value and takes 1 every execution. Executes when it reaches 0.

- Timer Units, Select visual timer units to show the current number in the world.
- Counter Target, The default value of the Counter element.
 - Counter can be operated on with a CounterOperator element.

CounterFilter

Filters execution based on counter values.

- Manage Elements List, Select Counter elements to filter.
- Needed To Execute, Select if either Any or All need to be a checked value.
- Value, a number to compare to.
- Check Type, Self explanatory math options.
 - 'counters_...' account for multiple selected Counter elements.

CounterOperator

Modify a Counter element value.

- Operation, self explanatory options for adding, subtracting and more.
 - reset doesnt need a value, uses default Counter value.
- Amount, a value to operate with.

CounterReset

Unused. Use CounterOperator element.

CounterTrigger

Execute when a counter reaches the trigger number.

- Trigger Type, select a trigger type for the selected Counters.
- Amount, a value to trigger.

CustomSafehouseAwardTroph

Award a trophy for the Safehouse.

- Trophy, select a trophy ID to award.
- Objective ID, select a specific objective from the Trophy.
- Award Instigator, Toggle to only apply to the player that instigates the element.
- Players From Start, Toggle to only apply to players who have been in the game from the start.

CustomSafehouseFilter

Filter execution based on safehouse room tiers.

- Room ID, Select whos room ID to filter.
- Room Tier, Select what tier the room needs to be.
- Tier Check, Unknown
- Check Type, Self explanatory math types.

CustomSafehouseTrophyFilter

Filter executed based on trophy unlocks.

- Trophy, Select a trophy ID to filter.
- Check Type, Select if the trophy is locked/unlocked.

CustomSound

...

D...

DangerZone

DANGER ZOOOOOOOOOOOOOOOOONE "Sets the level of danger. 1 is least dangerous" Seems to do nothing though.

- Level, 1-4.

Debug

On execution Debug elements will show a debug string and some information if you choose. Will only show in editor playtesting.

- Debug String, write in a string to show a message.
- As Subtitle, Toggle to show it as yellow subtitle text.
- Show Instigator, Toggle to show instigators.

Dialogue

Play dialogue on execution. Remember to load the required packages or dialogue will not play.

- Dialogue, sound ID dropdown.
- Force Quit Current, Toggle if it should quit any currently playing dialogue.
- Execute On Executed When Done, Toggle if the element should execute once the dialogue is completed.
- Use Position, Play in 3D space instead of in the players ears.

Difficulty

Set the current assault difficulty.

- Difficulty, 0-1. Commonly used values are 0.5, 0.75 and 1.
 - 0, will not spawn enemies
 - 0.5, common starting point on police called
 - 0.75, usually set after the first assault wave ends
 - 1, full assault

DifficultyLevelCheck

Simpler version of the Filter element. Will only check for 1 difficulty.

- Difficulty, select what difficulty is required to execute.

DisableShout

Disable or ReEnable shouting for Ai.

- Manage Elements List, Select what Ai spawning elements should (or should not) be shouted at by players.
- Disable Shout, Toggle if you can or cannot shout at selected Ai.

DisableUnit

Disable selected units. Bare in mind interactable units may need to be disabled with a sequence manager beforehand or else floating interactions may get in the way.

- Manage Unit IDs, Select what units to be disabled/hidden.

DropInState

Toggle if players can or cannot drop into the game. Often used for secrets or sections that will cause problems if a player spawns.

- State, Toggle on or off if a player can join.

E...

EnableSoundEnvironment

ToDo

EnableUnit

Enable selected units that have previously been disabled.

- Manage Unit IDs, Select what units to be enabled/shown.

EndScreenVariant

ToDo (Not working in editor)

EnemyDummyTrigger

Trigger on certain rules for Ai.

- Manage Elements List, Select what Ai are to trigger this element.
- Event, What event to use.
 - anim_act_## are used for certain timings in SO animations.

EnemyPreferedAdd

Add enemy groups to spawn during assaults.

- Manage Spawn Groups List, Select what EnemyGroups to add
- Manage Spawn Points List, Select what EnemyDummys to use

EnemyPreferedRemove

Undo added Prefereds.

- Manage Elements List, Select EnemyPreferedAdd to remove spawns from.

Environment

Change colorgrading and other camera filters. Not recommended to use in proper maps.

EnvironmentOperator

Change active environments with an optional blend time.

- Operation, choose what operation to use for environment changes.

- Environment, select an environment to change to.
- Blend Time, set a transition length in seconds.

Equipment

Give instigators equipment.

- Equipment, Select the equipment ID to give.
- Amount, Select how many of that equipment to give.

ExecuteInOtherMission

Seems unused.

ExecuteWithCode

ToDo

Experience

Give a base amount of experience to the players for the current level. Applied at the end of the level.

- Amount, Number value for how much experience to give.

Explosion

Explode with effects and sounds.

- Manage Orientation Elements List, Select where the explosions should play instead of on the element.
 - Will only use 1 element randomly.
- Damage, Number value for how much damage to do to beings/props.

- Player Damage, Number value for how much damage to do to players.
- Explosion Effect, Select an effect to explode with.
- Sound Event, Select a sound to play when exploding.
- No Raycast Check Characters, Dont use a ray to make sure there arent obstacles in the way of the explosion.
- Range, Distance in cm. Includes falloff (Green Sphere is maximum effect)

The Following Options afterwards are duplicates of the Feedback Element.

ExplosionDamage

Simple Area/Damage only 'explosion'

- Range, Distance in cm.
- Damage, Amount of damage to give to players

F...

FadeToBlack

Fade in or out, takes 3 seconds. Hardcore. Applies to ALL players.

- State...
 - True: Fade FROM Black
 - False: Fade TO Black

FakeAssaultState

Set the fake assault state in GroupAi to fake an assault. (Music/Ui)

- State...
 - True: Fake assault enabled
 - False: Fake assault disabled

Feedback

Camera effects on players near the executed element.

- Manage Orientation Elements List, Select a different orientation to play at away from the Feedback element.
- Range, Distance in cm.
- Use Camera Shake, Toggle to use following Camera Shake options.
 - Amplitude:
 - Frequency:
 - Attack:
 - Sustain:
 - Decay:
- Use Rumble, Toggle to use following Rumble options.
 - Peak:
 - Attack:
 - Sustain:
 - Release:
- Above Camera Effect, Select an effect to play when a player is inside the effect distance (Green Sphere)
 - Distance, 0-1 how far inside the range of the feedback element to have this effect play.

Filter

Filter execution based on many rules.

- Difficulty IDs, True will allow execution when playing that difficulty
- Player 1-4, Filter execution when that player is the instigator.
- Mode Control/Assault, Filter execution when the assault is in control or assault state.

Flashlight

Unused- Flashlight effect faces the wrong direction.

FleePoint

Used to designate points where Ai will despawn or drop lootbags.

- Functionality, Select what point it will be on execution.

G...

GameDirection

Unused.

GlobalEventTrigger

Executes on global events

- Global Event, select on what global event to trigger on.

H...

Heat

Unused.

HeistTimer

Make a countdown timer show on the players HUD. Identical to the regular Timer element, set a time and use a TimerOperator to start/stop/modify the time.

- Timer Units, Select timer GUI units to show the time.
- Timer, Set a value for how long the timer should go in seconds before executing.

Hint

Force a Hint pop-up on instigators.

- Hint ID, Select what hint to pop-up on executed.

l...

InstanceInput

Used inside instances to receive inputs.

- Event, custom event ID name. Dont use the same names inside the instance.

InstanceInputEvent

Used outside of instances to send inputs.

- Manage Event List, Select instances to take inputs.

InstanceOutput

Used inside instances to send outputs.

- Event, custom event ID name. Dont use the same names inside the instance.

InstanceOutputEvent

Used outside of instances to receive outputs.

- Manage Event List, Select instances to execute on outputs.

InstanceParams

Instance parameter element for controlling certain values inside instances.

- FULL GUIDE NEEDED!

InstancePoint

Spawn a mission spawned instance here. Warning: Only spawn once!

- Instance, Select an instance that has been set to mission spawned.

InstanceSetParams

Set the parameters of an instance that uses InstanceParams Often used for 'obj_link' instances.

- Instance, Select an instance that uses Params.
- Apply On Execute, Toggle if it should apply these parameters on execution.
- Instance Params List will show params of the instance.

Instigator

Holds instigator information. Read InstigatorOperator and InstigatorTrigger elements for more details

InstigatorOperator

Operate on an Instigator element.

- Manage Elements List, Select what Instigator elements are operated on.
- Operation,
 - none, does nothing.
 - set, sets the instigator to the instigator of this operator.
 - clear, clear the instigators from the Instigator element.
 - add_first, Needs Testing!
 - add_last, Needs Testing!
 - use_first, Needs Testing!
 - use_last, Needs Testing!
 - use_random, Needs Testing!
 - use_all, Needs Testing!

InstigatorTrigger

This element executes when certain conditions are met.

- Manage Elements List, Select what Instigator elements are triggering.
- Trigger Type,
 - set, Executes when a new instigator is set.
 - death, Executes when the instigator dies.
 - changed, Executes when the Instigator element changes.
 - cleared, Executes when the Instigator element is cleared.

InstigatorRule

Set rules for applicable elements to filter.

- Instigator, Select the instigator type.
 - Different rules will show for different types.
- Invert, Toggle to invert selected rules.

Interaction

Floating element interaction with filtered execution. Requires an interaction unit to be loaded, If its not loaded the editor will ask you to load it.

Manage On Executed List:

- Alternative should be set to 'interacted' to only trigger once interaction is completed.
 - interrupt will trigger on letting go.
 - start will trigger when you start interaction.
- Tweak Data ID, Interaction ID.
- Override Timer, Override the timer of the selected interaction
 - -1 will not override.
 - 0 will set to instant interaction

InventoryDummy

Spawn prop versions of your inventory weapons. Used in the safehouse.

- Category, Select what inventory category to use.
- Slot, Select what inventory number to use. (1-9)

Invulnerable

Makes a unit invulnerable or immortal.

- Manage Elements List, Select Ai to modify.

- Invulnerable, Toggle if selected Ai should be invulnerable to damage. (Can be killed in some ways)
- Immortal, Toggle is selected Ai should be completely immortal.

J...

JobStageAlternative

Used to apply bonus or escape heists to the level chain.

- Alternative, ToDo
- Interrupt, Select Job ID to interrupt the level chain.
 - Any heist can be used but the list is preset and most jobs there do not work as they do not exist.

JobValue

Apply a temporary key and a value to the current match. Can be saved to the save file to be used on reload of the game.

- Key, a key id to use.
- Value, a value to use with the key.
- Save, Toggle to save to the save file.

JobValueFilter

Filter based on JobValues.

- Key, a key id to filter execution.
- Value, a value to filter execution.
- Save, Toggle if its a saved key.
- Check Type, Basic math filters for the value.
 - Does not have to be a number, if the Value is the same word equal will work for example.

K...

KillZone

Hurt instigator with a selected damage type.

- Type, Select a damage type.

L...

LaserTrigger

Spawn and control tripwire laser beams in this element. Toggling LaserTrigger off with a Toggle element will disable the lasers.

- Edit Points, Toggle on to edit laser points.
 - Left-Mouse Button to add new points at your cursor location.
 - Right-Mouse Button to connect points
 - Middle-Mouse Button to move the nearest point to your cursor location.
 - Middle-Mouse Button again to place the chosen point.
 - Left-Mouse Button to end moving points.
- Connections, a numbered list of connections.
 - Deselect, deselects selected connection.
 - Connection #0, select connection to open Selected Connection panel.
- Selected Connections, modify the location/rotation of a selected connection.
 - From Position, Vector3 values of the starting laser point location.
 - From Rotation, Vector3 values of the starting laser point rotation.
 - To Position, Vector3 values of the ending laser point location.
 - To Rotation, Vector3 values of the ending laser point rotation.
- Interval, The delay between each check of the laser.
- Instigator, Select what instigator should trigger the laser.
- Color, Laser beam color (Red/Green/Blue)
- Cycle Type, pop/flow seem to do the same thing.

- Visual Only, Toggle if these lasers should not function.
- Skip Dummies, Toggle if the lazer dome units should show or not.
- Flicker Remove, When disabled the lasers will flicker on and off for a moment.
- Cycle Interval, Time delay in seconds when a new set of lasers should show if cycling is possible.
- Cycle Active Amount, Amount of active lasers in the cycle.
- Cycle Random, Toggle if random lasers should be cycled or if they should follow their connection order.

LoadDelayed

Select units with the Delay Loading unit option to spawn them after a level starts up. On Executed all units in the list will be spawned into the level.

- Manage Unit IDs, Select units that have the Delay Loading setting.

LogicChance

Set a percent chance for the element to execute elements in its On Executed List.

- Chance, 0-100% chance.

LogicChanceOperator

Operate on an existing LogicChance element.

- Manage Elements List, Select LogicChance elements to operate on.
- Operation, Simple options for what should happen to the LogicChance element.
 - none, nothing happens
 - add_chance, add the value in the LogicChanceOperators Chance value to the selected LogicChance elements.
 - subtract_chance, remove the value in the LogicChanceOperators Chance value to the selected LogicChance elements.
 - set_chance, set the value of a LogicChance element to the current value in the LogicChanceOperator.
 - reset, reset the LogicChance element to its default value listed in the element.
- Chance, 0-100% chance.

LogicChanceOperator

An alternative way to execute something from a LogicChance element.

- Manage Elements List, Select LogicChance elements to trigger from.
- Outcome, On what outcome should this trigger execute.
 - fail
 - success

LookAtTrigger

A trigger for if a player is looking at the element.

- Interval, the delay in seconds where it checks if a player is looking at the element.
- Sensitivity, 0.5 being needs to be roughly on the screen to trigger and 0.999 is almost directly looking at the element.
- Distance, distance in cm for the element to trigger when looked at.
- In Front, players must be in front of the element for it to trigger.

LootBag

Spawns a lootbag unit.

- Manage Orientation Elements List, Select a location(s) where the lootbag will spawn from, using multiple orientations will randomise.
- Push Multiplier, push the bags instead of dropping them.
- Carry ID, Select what loot item should spawn with this element.
- From Respawn, Toggle if this element should only spawn bags that have been set to respawn using a Carry element.
- Arrow Keys to change the direction of the bag throwing.

LootBagTrigger

Trigger depending on what happens to a spawned lootbag.

- Manage Elements List, Select what elements the bags must come from to execute.
- Trigger Type,
 - load, when a player collects the bag
 - spawn, when the bag is spawned

LootPile

Activate a point where enemies will attempt to take bags from, Must be near Navigation. When a bag is taken the global event "loot_lost" will be called.

- Manage Orientation Elements List, Select orientation elements to choose lootpiles from.
- Max Loot, Set a maximum amount of bags that can spawn from the Loot Pile.
- Carry ID, Pick a lootbag item to be taken from the pile
- Retry Delay, Delay where enemies will attempt to take a bag again.
- Reissue Delay, Delay where enemies will desire to take bags from the pile.

LootSecuredTrigger

Trigger once a specified cash amount of loot is secured.

- Amount, Cash value that needs to be secured.
- Include Instant Cash, Select if loose money items should also be counted.
- Report Only, Unknown.

MandatoryBags

Set the objective amount of mandatory loot bags when executed.

- Carry ID, Select the loot id required.
- Amount, Amount of lootbags required.

MissionEnd

Select how a mission should end when executed.

- State,
 - none, Nothing happens
 - success, Mission wins.
 - failed, Mission fails.
 - leave_safehouse, Leaves the level and enters crime net.

MissionFilter

Filter based on the stages mission filter (1-5).

- Mission Filter Toggles 1-5, when enabled that filter will continue execution.

MissionScript

Barebones element. Used for keeping things organised and synced.

Missions

Unknown

ModifyPlayer

Modifies the instigator player.

- Damage Fall Disabled, Disable fall damage.
- Invulnerable, Disable damage.

Money

Add/Remove money from Spending or Offshore. Can be set to instigator only for not-gambling

mechanics.

- Action, choose what happens to what.
 - none, Nothing
 - AddOffshore, Adds Amount to offshore cash
 - DeductOffshore, Removes Amount from offshore cash
 - AddSpending, Adds Amount to Spending cash
 - DeductSpending, Removes Amount from Spending cash
- Amount, amount in cash.
- Only Local Player, Toggle if only the instigating player is affected.
- Remove All, REMOVES ALL SPENDING OR OFFSHORE MONEY. (Be careful with this)

MoveUnit

Move selected units using this element. Note, Some units may not move properly if they have certain Sync options enabled in the unit.

Music

Control the music in a level using this element.

- Music Event, Select the event name for the set song.
- Use Instigator, Only apply the song changes to the instigating player.

NavObstacle

Used to block navigation in a level. Make sure you set this stuff up properly or else navigation issues and crashes can occur. Rebuild navigation frequently when using these.

- Operation,
 - add, Add obstacles to the navigation
 - remove, Remove obstacles from the navigation
- Manage Obstacle List, Select units that will block navigation.
 - Due to the way beardlib works we dont have a way to see the real names of the objects so make sure to look at existing examples ingame for the correct Idstrings!!

Objective

Start/Complete/Fail objectives with this element. Objectives can have experience weights tied to them to make failing an objective cost XP.

- State, Depending on the amount some options may act differently.
 - complete_and_activate, This will complete whatever objective(s) are active and start a new one.
 - activate, This will add a new objective.
 - complete, This will complete and objective, if the objective uses amounts it will tick once.
 - update, This will update the objective and re-show the objective animation.
 - remove, This will remove the current objective. (used for failing)
 - remove_and_activate, This will remove the current objective and replace it with a new one.
- Objective, Select an objective ID to show on the HUD.
- Amount, Override the amount part of the objective, used for difficulty changes.
- Countdown, Instead of starting from 0 the objective will start from the amount and go down.

Operator

A generic operating unit, typically used for Waypoints and SpecialObjectives to remove them. In the Lua this will execute 'operation_remove' and 'operation_add' functions inside the selected elements.

- Manage Elements List, Select what elements to be operated on.
- Operation,
 - none, Does nothing.
 - add, Add function for the selected elements.
 - remove, Remove function for the selected elements.
- Some Available Operations:
 - remove Waypoint
 - remove SpecialObjective
 - add/remove FleePoint
 - add/remove AlertTrigger
 - add/remove LaserTrigger

OverlayEffect

Complex version of FadeToBlack, Applies to all players.

- Effect, Select a fade effect.
 - Most effects can be modified in the following options below.
- Fade In, Time in seconds for effect to fade in.
- Fade Out, Time in seconds for effect to fade out.
- Sustain, Time in seconds for effect to stay completely solid on screen.

OverrideInstigator

Unknown

PhysicsPush

Unknown

Pickup

Used to give and take items from npc instigators.

- Pickup, Set the item NPCs will drop when tied/killed.
 - remove, will remove items from that npc and set it to none.
 - ammo, will drop an ammo pickup.
 - Everything else is self explanatory.

pickupCriminalDeployables

Unknown

PlayEffect

Play an effect.

- Manage Orientation Elements List, Select random locations for the effect to play from.
- Screen Space, Plays effect in space space (Unsure what this means or does)
- Effect, Select the effect you want to play.
- Base Time, Seems to do nothing.
- Random Time, Seems to do nothing.
- Max Amount, Seems to do nothing.

PlaySound

Play a sound. Emmitter sounds can also be spawned from these if you need abient sounds to play from randomised positions.

- Manage Elements List, Select special units to play the sound from, usually npc characters.
- Sound Event, Select a sound event ID.
- Append Prefix, Unknown.
- Use Instigator, Play from the instigator unit.

PlayerCharacterTrigger

This element will trigger on a heister joining or leaving the level.

- Character, Select character ID.
- Trigger on Left, Toggle to trigger execution when this heister leaves.

PlayerNumberCheck

This element will only execute if the set number of players is in the match.

- Num 1-4, Only those amounts enabled will continue execution from this element.

PlayerSpawner

This element will become a spawnpoint for players and TeamAi who begin the level.

- State, select the player state to spawn in.
 - mask_off, no mask but can mask up.
 - standard, masked up.
 - clean, no mask but cannot mask up.
 - civilian, no mask and cannot mask up you also cannot be spotted and can only interact with civilian interactions.
 - everything else is not often needed or should be spawned as.

PlayerState

Sets players to the selected player state.

- State, select the player state to change to.
 - Same player states as PlayerSpawner.
- Use Instigator, Toggle if only the instigating player should change state.

PlayerStateTrigger

Triggers execution when a player enters selected state.

- State, select the player state to listen for.
 - Same player states as PlayerSpawner.

PlayerStyle

Set the instigators suit style if one isnt already applied.

PointOfNoReturn

Start a PONR countdown based on difficulty.

- ManageElementsList, Select area triggers that are used as escape zones to make players who arent inside go into custody if the timer reaches 0 to avoid unwanted level fails.
- Time Difficulty, Set the time you have on that difficulty.

PrePlanning

Preplanning asset location, Preplanning maps use the world space to determine the location of assets on the maps.

- Upgrade Lock, Override the update requirements for additional_assets skills.
- DLC Lock, Set a DLC requirement for Preplanning options (unused)
- Location Group, Set a letter for what section of the PrePlanning map that asset is located on.
- Select Allowed Types, Select what 'Type' of planning options can be there.
- Select Disables Types, Unknown.

PrePlanningExecuteGroup

On Executed will activate all assets that need to be spawned by preplanning in a different group.

- Location Groups To Activate, Select letter groups that will be activated.

Pressure

Not used for Payday2.

ProfileFilter

Filter execution based on player stats like money, xp and achievements.

- Player Level, Player level 0-100
- Money Earned, Spending Cash
- Money Offshore, Offshore Cash
- Achievement, Has achievement unlocked?

PushInstigator

Push instigator a direction depending on settings. Avoid using it on non-player units, often causes crashes.

- Mass, Push strength.
- Multiply, Push Multiplier.
- No Z, Enable to disable vertical (Z Axis) push.
- Forward, Enable to push in the direction the instigator is looking.
- Velocity, Push Velocity in vector3 directions.

Random

Randomly executes elements based on settings.

- Counter Element, Select to use a Counter element as the Amount.
- Amount, Set an amount of random elements to choose (Will not choose the same elements twice)
- Amount Random, Random amount from 0 to a chosen number to be added onto the Amount.
- Ignore Disabled, Enable to not attempt to execute elements that are disabled.

RotateUnit

Rotates a unit based on settings.

ScenarioEvent

This element goes unused in Payday2, but seems to still work in some way.

- Amount, Should be set to the amount of enemies that will be created from this event.
- Used to specify chance to happen (1 = 100%)
- Chance Inc, Used to specify an incremental chance to happen.
- Task, Select a task.

SecurityCamera

Control security cameras with this element.

- Camera Unit, Select a single camera unit to control.
- Ai Enabled, Enable to make the Camera spot things. (After alarm all cameras should be set to Ai Disabled)
- Apply Settings, Enabling this will apply all the following settings.
- Yaw/Pitch, The right/left/up/down turning of the camera.
- FOV, Field Of View for the camera.
- Detection Range, The minimum range before the min/max delay starts
- Suspicion Range, The minimum range before detection is starts
- Detection Delay Min/Max, the minimum and maximum time before a camera begins seeing something in the detection range.

SequenceCharacter

This element is used to force a sequence from a units sequence_manager.

- Sequence, the sequence name you want to execute.
- Manage Sequence List, Select a unit spawning element.

SetOutline

Force a yellow contour around instigators.

- Manage Elements List, Select npc spawning elements to make this apply to.
- Set Outline, Enable to have contours on.

Shape

A basic shape for AreaTriggers to use.

- Shape Type, Select a shape.
- Width/Depth/Height/Radius, Self explanatory.

SideJobAward

Awards sidejobs to players.

- Challenge, side job ID.
- Objective ID, Seems to only have the option for 'all'.
- Award Instigator, Enable to only award the instigator.
- Players From Start, Only award to players who were around from the start of the level.

SideJobFilter

Checks if you have certain side jobs done.

- Challenge, side job ID.
- Objective ID, Seems to only have the option for 'all'.
- Check Type, Check if its awarded or not.

SlowMotion

Unknown (Incomplete)

SmokeGrenade (...Also

Flashbang)

Spawn a Smoke or Flash at the elements location.

- Duration, How long the smoke should show for.
- Immediate, will instantly spawn Smoke or Flashbangs
- Ignore Control, Will still spawn grenades if the global event is 'control'
- Effect Type, Select what grenade to spawn.

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