

## Source® Material Surface Properties

### Concrete & Rock

- \* baserock
- \* boulder
- \* brick
- \* concrete
- \* concrete\_block
- \* gravel
- \* rock

### Liquid

- \* slime
- \* water
- \* wade

### Metal

- \* canister
- \* chain
- \* chainlink
- \* combine\_metal
- \* crowbar
- \*

### floating\_metal\_barrel

- \* grenade
- \* gunship
- \* metal
- \* metal\_barrel
- \* metal\_bouncy
- \* Metal\_Box
- \* metal\_seafloorcar
- \* metalgrate
- \* metalpanel
- \* metalvent
- \* metalvehicle
- \* paintcan
- \* popcan
- \* roller
- \* slipperymetal
- \* solidmetal
- \* strider
- \* weapon

### Miscellaneous

- \* brakingrubbertire
- \* cardboard
- \* carpet
- \* ceiling\_tile
- \* combine\_glass
- \* computer
- \* default
- \* default\_silent
- \* floatingstandable
- \* glass
- \* glassbottle
- \* item
- \* jeeptire
- \* ladder
- \* no\_decals
- \* paper
- \* papercup
- \* plaster
- \* plastic\_barrel
- \* plastic\_barrel\_buoyant
- \* Plastic\_Box
- \* plastic
- \* player
- \* player\_control\_clip
- \* pottery
- \* rubber
- \* rubbertire
- \* slidingrubbertire
- \* slidingrubbertire\_front
- \* slidingrubbertire\_rear

### Organic

- \* alienflesh
- \* antlion
- \* armorflesh
- \* bloodyflesh
- \* flesh
- \* foliage
- \* watermelon
- \* zombieflesh



### Snow

- \* ice
- \* snow

### Terrain

- \* antlionsand
- \* dirt
- \* grass
- \* gravel
- \* mud
- \* quicksand
- \* sand
- \* slipperyslime
- \* tile

### Wood

- \* wood
- \* Wood\_Box
- \* Wood\_Crate
- \* Wood\_Furniture
- \* Wood\_lowdensity
- \* Wood\_Plank
- \* Wood\_Panel
- \* Wood\_Solid