

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_decal
- * 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