

ASSET NAME	ASSET STATUS	REVISION NOTES	CREATOR	GAME STATUS	DEV REVISION NOTES	OBJECT	SIZE	DESCRIPTION
<i>FBX_CATEGORY_Object_Part(s)(optional)</i>	<i>asset creation</i>	<i>things creator needs to fix</i>	<i>username</i>	<i>implementation in game</i>	<i>things developer needs to fix</i>	<i>e.g. enemy, box</i>	<i>size of the asset depth x length x height, e.g. 1x1x1</i>	<i>short description of the asset</i>
FBX_Character_Bandana	06 Approved Pre		Stephi	06 Approved Pre		P_EntityModel_Character_Bandana	1x1x2	standard humanoid player
FBX_Character_Bandana_BlackWhite	06 Approved Pre		Stephi	06 Approved Pre		P_EntityModel_Character_Bandana	1x1x2	standard humanoid player
FBX_Character_Bandana_RedWhite	06 Approved Pre		Stephi	06 Approved Pre		P_EntityModel_Character_Bandana	1x1x2	standard humanoid player
FBX_Character_Bandana_BlackRedWhite	01 Blocked		Stephi	01 Blocked		P_EntityModel_Character_Bandana	1x1x2	standard humanoid player
FBX_Character_Dasher	07 Approved Final		Stephi	07 Approved Final		P_EntityModel_Character_Dasher	1x1x2	humanoid enemy: dasher; fast but weak
FBX_Character_Kicker	07 Approved Final		Stephi	07 Approved Final		P_EntityModel_Character_Kicker	1x1x2	humanoid enemy: kicker; strong legs, normal speed
FBX_Character_Puncher	07 Approved Final		Stephi	07 Approved Final		P_EntityModel_Character_Puncher	1x1x2	humanoid enemy: puncher; strong arms, normal speed
FBX_Character_Ranger	07 Approved Final		Stephi	07 Approved Final		P_EntityModel_Character_Ranger	1x1x2	humanoid enemy: ranger; fighting with deadly energy
FBX_Character_Tank	07 Approved Final		Stephi	07 Approved Final		P_EntityModel_Character_Tank	1x1x2	humanoid enemy: tank; the boss of the dungeon! Can shoot projectiles all around very rounded head and
FBX_ENV_Floor_Basic_T14_Empty	01 Blocked		Stephi	02 Not Implemented			1x1x1	standard floor for a wood & paper room.
FBX_ENV_Floor_Mat_T00_Filled	04 Revision Needed	- Seiten-Padding muss weg - Void Material muss weg - Model muss um 1m nach unten geschoben werden	Stephi	06 Approved Pre		L0_MatFloor_T01_ThreeSides		
FBX_ENV_Floor_Mat_T01_ThreeSides	04 Revision Needed	s.o.	Stephi	06 Approved Pre		L0_MatFloor_T01_ThreeSides		
FBX_ENV_Floor_Mat_T02_TwoSidesAndOneCorner	04 Revision Needed	s.o.	Stephi	06 Approved Pre		L0_MatFloor_T01_ThreeSides		
FBX_ENV_Floor_Mat_T03_TwoAdjacentSides	04 Revision Needed	s.o.	Stephi	06 Approved Pre		L0_MatFloor_T03_TwoAdjacentSides		
FBX_ENV_Floor_Mat_T04_TwoOppositeSides	04 Revision Needed	s.o.	Stephi	06 Approved Pre		L0_MatFloor_T04_TwoOppositeSides		
FBX_ENV_Floor_Mat_T05_OneSideAndTwoCorners	04 Revision Needed	s.o.	Stephi	06 Approved Pre		L0_MatFloor_T04_TwoOppositeSides		
FBX_ENV_Floor_Mat_T06_OneSideAndOneLowerCorner	04 Revision Needed	s.o.	Stephi	06 Approved Pre		L0_MatFloor_T04_TwoOppositeSides		
FBX_ENV_Floor_Mat_T07_OneSideAndOneUpperCorner	04 Revision Needed	s.o.	Stephi	06 Approved Pre		L0_MatFloor_T04_TwoOppositeSides		
FBX_ENV_Floor_Mat_T08_OneSide	04 Revision Needed	s.o.	Stephi	06 Approved Pre		L0_MatFloor_T08_OneSide		
FBX_ENV_Floor_Mat_T09_FourCorners	04 Revision Needed	s.o.	Stephi	06 Approved Pre		L0_MatFloor_T08_OneSide		
FBX_ENV_Floor_Mat_T10_ThreeCorners	04 Revision Needed	s.o.	Stephi	06 Approved Pre		L0_MatFloor_T08_OneSide		
FBX_ENV_Floor_Mat_T11_TwoAdjacentCorners	04 Revision Needed	s.o.	Stephi	06 Approved Pre		L0_MatFloor_T08_OneSide		
FBX_ENV_Floor_Mat_T12_TwoOppositeCorners	04 Revision Needed	s.o.	Stephi	06 Approved Pre		L0_MatFloor_T08_OneSide		
FBX_ENV_Floor_Mat_T13_OneCorner	04 Revision Needed	s.o.	Stephi	06 Approved Pre		L0_MatFloor_T08_OneSide		
FBX_ENV_Floor_Mat_T14_Empty	06 Approved Pre		Stephi	06 Approved Pre		L0_MatFloor_T14_Empty		
FBX_ENV_Floor_Tiled_T14_Empty	01 Blocked		Stephi	02 Not Implemented				
FBX_ENV_Floor_Dark_T14_Empty	05 Awaiting Approval		Stephi	02 Not Implemented				
FBX_ENV_Floor_DarkTiled_T00_Filled	05 Awaiting Approval		Stephi	06 Approved Pre		L0_BasicFloor	1x1x1	dark tiled floor for a wood & paper room.
FBX_ENV_Floor_DarkTiled_T01_ThreeSides	05 Awaiting Approval		Stephi	06 Approved Pre		L0_BasicFloor	1x1x1	dark tiled floor for a wood & paper room.
FBX_ENV_Floor_DarkTiled_T03_TwoOAdjacentSides	05 Awaiting Approval		Stephi	06 Approved Pre		L0_BasicFloor	1x1x1	dark tiled floor for a wood & paper room.
FBX_ENV_Floor_DarkTiled_T04_TwoOppositeSides	05 Awaiting Approval		Stephi	06 Approved Pre		L0_BasicFloor	1x1x1	dark tiled floor for a wood & paper room.
FBX_ENV_Floor_DarkTiled_T08_OneSide	05 Awaiting Approval		Stephi	06 Approved Pre		L0_BasicFloor	1x1x1	dark tiled floor for a wood & paper room.
FBX_ENV_Floor_DarkTiled_T14_Empty	05 Awaiting Approval		Stephi	06 Approved Pre		L0_BasicFloor	1x1x1	dark tiled floor for a wood & paper room.
FBX_ENV_Pit_T03_TwoAdjacentSides	04 Revision Needed	Seiten-Padding muss weg	Stephi	06 Approved Pre				
FBX_ENV_Pit_T08_OneSide	04 Revision Needed	Seiten-Padding muss weg	Stephi	06 Approved Pre				
FBX_ENV_Pit_T13_OneCorner	04 Revision Needed	Seiten-Padding muss weg	Stephi	02 Not Implemented				
FBX_ENV_Pit_T14_Empty	06 Approved Pre		Stephi	06 Approved Pre				
FBX_ENV_Wall_Solid_T00_Filled	05 Awaiting Approval	One-Sided	Stephi	02 Not Implemented				
FBX_ENV_Wall_Solid_T01_ThreeSides	05 Awaiting Approval	One-Sided	Stephi	02 Not Implemented				
FBX_ENV_Wall_Solid_T03_TwoAdjacentSides	05 Awaiting Approval	One-Sided	Stephi	02 Not Implemented				
FBX_ENV_Wall_Solid_T04_TwoOppositeSides	05 Awaiting Approval	One-Sided	Stephi	02 Not Implemented				
FBX_ENV_Wall_Solid_T08_OneSide	05 Awaiting Approval	One-Sided	Stephi	02 Not Implemented				
FBX_ENV_Wall_BigWindow_T04_TwoOppositeSides	06 Approved Pre		Stephi	02 Not Implemented				
FBX_ENV_Wall_BigWindow_T08_OneSide	06 Approved Pre		Stephi	02 Not Implemented				
FBX_ENV_Wall_SmallWindow_T04_TwoOppositeSides	06 Approved Pre		Stephi	02 Not Implemented				

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FBX_ENV_Wall_SmallWindow_T08_OneSide	06 Approved Pre		Stephi	02 Not Implemented				
FBX_ENV_Wall_T00_Filled	01 Blocked		Stephi	06 Approved Pre		L1_BasicWall_T01_ThreeSides	1x1x4	end part of a wall for a wood & paper room.
FBX_ENV_Wall_T01_ThreeSides	01 Blocked		Stephi	06 Approved Pre		L1_BasicWall_T01_ThreeSides	1x1x4	end part of a wall for a wood & paper room.
FBX_ENV_Wall_T02_TwoSidesAndOneCorner	01 Blocked		Stephi	06 Approved Pre		L1_BasicWall_T02_TwoSidesOneCorner	1x1x4	corner part of a wall for a wood & paper room.
FBX_ENV_Wall_T03_TwoAdjacentSides	01 Blocked		Stephi	06 Approved Pre		L1_BasicWall_T03_TwoAdjacentSides	1x1x4	end part of a wall for a wood & paper room.
FBX_ENV_Wall_T04_TwoOppositeSides	01 Blocked		Stephi	06 Approved Pre		L1_BasicWall_T04_TwoOppositeSides	1x1x4	middle part of a wall for a wood & paper room.
FBX_ENV_Wall_T05_OneSideAndTwoCorners	01 Blocked		Stephi	06 Approved Pre		L1_BasicWall_T05_OneSideTwoCorners	1x1x4	T part of a wall for a wood & paper room.
FBX_ENV_Wall_T06_OneSideAndOneLowerCorner	01 Blocked		Stephi	06 Approved Pre		L1_BasicWall_T06_OneSideOneLowerCorn	1x1x4	left inner corner of a wall for a wood & paper room.
FBX_ENV_Wall_T07_OneSideAndOneUpperCorner	01 Blocked		Stephi	06 Approved Pre		L1_BasicWall_T07_OneSideOneUpperCorn	1x1x4	right inner corner of a wall for a wood & paper room.
FBX_ENV_Wall_T08_OneSide	01 Blocked		Stephi	06 Approved Pre		L1_BasicWall_T08_OneSide	1x1x4	border part of a wall for a wood & paper room.
FBX_ENV_Wall_T09_FourCorners	01 Blocked		Stephi	06 Approved Pre		L1_BasicWall_T01_ThreeSides	1x1x4	end part of a wall for a wood & paper room.
FBX_ENV_Wall_T10_ThreeCorners	01 Blocked		Stephi	06 Approved Pre		L1_BasicWall_T01_ThreeSides	1x1x4	end part of a wall for a wood & paper room.
FBX_ENV_Wall_T11_TwoAdjacentSides	01 Blocked		Stephi	06 Approved Pre		L1_BasicWall_T01_ThreeSides	1x1x4	end part of a wall for a wood & paper room.
FBX_ENV_Wall_T12_TwoOppositeCorners	01 Blocked		Stephi	06 Approved Pre		L1_BasicWall_T01_ThreeSides	1x1x4	end part of a wall for a wood & paper room.
FBX_ENV_Wall_T13_OneCorner	01 Blocked		Stephi	06 Approved Pre		L1_BasicWall_T01_ThreeSides	1x1x4	end part of a wall for a wood & paper room.
FBX_ENV_Wall_T14_Empty	01 Blocked		Stephi	06 Approved Pre		L1_BasicWall_T14_Empty	1x1x4	center part of a thick wall for a wood & paper room.
FBX_ENV_UpperWall_T00_Filled	01 Blocked		Stephi	02 Not Implemented		L1_BasicWall_T01_ThreeSides	1x1x4	end part of a wall for a wood & paper room.
FBX_ENV_UpperWall_T01_ThreeSides_DarkWood	01 Blocked		Stephi	02 Not Implemented		L1_BasicWall_T01_ThreeSides	1x1x4	end part of a wall for a wood & paper room.
FBX_ENV_UpperWall_T02_TwoSidesAndOneCorner_DarkWood	01 Blocked		Stephi	02 Not Implemented		L1_BasicWall_T02_TwoSidesOneCorner	1x1x4	corner part of a wall for a wood & paper room.
FBX_ENV_UpperWall_T03_TwoAdjacentSides_DarkWood	01 Blocked		Stephi	02 Not Implemented		L1_BasicWall_T03_TwoAdjacentSides	1x1x4	end part of a wall for a wood & paper room.
FBX_ENV_UpperWall_T04_TwoOppositeSides_DarkWood	01 Blocked		Stephi	02 Not Implemented		L1_BasicWall_T04_TwoOppositeSides	1x1x4	middle part of a wall for a wood & paper room.
FBX_ENV_UpperWall_T04_TwoOppositeSides	01 Blocked		Stephi	02 Not Implemented		L1_BasicWall_T04_TwoOppositeSides	1x1x4	middle part of a wall for a wood & paper room.
FBX_ENV_UpperWall_T05_OneSideAndTwoCorners	01 Blocked		Stephi	02 Not Implemented		L1_BasicWall_T05_OneSideTwoCorners	1x1x4	T part of a wall for a wood & paper room.
FBX_ENV_UpperWall_T06_OneSideAndOneLowerCorner	01 Blocked		Stephi	02 Not Implemented		L1_BasicWall_T06_OneSideOneLowerCorn	1x1x4	left inner corner of a wall for a wood & paper room.
FBX_ENV_UpperWall_T07_OneSideAndOneUpperCorner	01 Blocked		Stephi	02 Not Implemented		L1_BasicWall_T07_OneSideOneUpperCorn	1x1x4	right inner corner of a wall for a wood & paper room.
FBX_ENV_UpperWall_T08_OneSide	01 Blocked		Stephi	02 Not Implemented		L1_BasicWall_T08_OneSide	1x1x4	border part of a wall for a wood & paper room.
FBX_ENV_UpperWall_T08_OneSide_DarkWood	01 Blocked		Stephi	02 Not Implemented		L1_BasicWall_T08_OneSide	1x1x4	dient als Abwechslung, einsetzbar wie Türobjekte.
FBX_ENV_UpperWall_T09_FourCorners	01 Blocked		Stephi	02 Not Implemented		L1_BasicWall_T01_ThreeSides	1x1x4	end part of a wall for a wood & paper room.
FBX_ENV_UpperWall_T10_ThreeCorners	01 Blocked		Stephi	02 Not Implemented		L1_BasicWall_T01_ThreeSides	1x1x4	end part of a wall for a wood & paper room.
FBX_ENV_UpperWall_T11_TwoAdjacentCorners	01 Blocked		Stephi	02 Not Implemented		L1_BasicWall_T01_ThreeSides	1x1x4	end part of a wall for a wood & paper room.
FBX_ENV_UpperWall_T12_TwoOppositeCorners	01 Blocked		Stephi	02 Not Implemented		L1_BasicWall_T01_ThreeSides	1x1x4	end part of a wall for a wood & paper room.
FBX_ENV_UpperWall_T13_OneCorner	01 Blocked		Stephi	02 Not Implemented		L1_BasicWall_T01_ThreeSides	1x1x4	end part of a wall for a wood & paper room.
FBX_ENV_UpperWall_T14_Empty	01 Blocked		Stephi	02 Not Implemented		L1_BasicWall_T14_Empty	1x1x4	center part of a thick wall for a wood & paper room.
FBX_ENV_LowDoor_T04_Closed	01 Blocked		Stephi	01 Blocked		L1_LowDoor_T04_Closed	1x1x4	wood & paper door to next room; with 1x1x1 wall part on top
FBX_ENV_LowDoor_T04_Open	01 Blocked	"Dach" ist anders gefärbt / gepixelt als restliche Models (siehe Bild 'Doors_Top') & Pixel Bug im inneren Türrahmen (siehe Bild 'Door_Pixel_Bug')	Stephi	01 Blocked		L1_LowDoor_T04_Open	1x1x4	wood & paper door to next room; with 1x1x1 wall part on top
FBX_ENV_LowDoor_T04_Closed	01 Blocked		Stephi	01 Blocked		L1_LowDoor_T04_Closed	1x1x4	wood & paper door to next room; with 1x1x1 wall part on top
FBX_ENV_LowDoor_T08_Open	01 Blocked	"Dach" ist anders gefärbt / gepixelt als restliche Models (siehe Bild 'Doors_Top') & Pixel Bug im inneren Türrahmen (siehe Bild 'Door_Pixel_Bug')	Stephi	01 Blocked		L1_LowDoor_T08_Open	1x1x4	wood & paper door to next room; with 1x1x1 wall part on top
FBX_ENV_Door_Default_T04	06 Approved Pre		Stephi	05 Implemented		L1_HighDoor_T04_Closed	1x1x5	wood & paper door to next room; with 1x1x1 wall part on top

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FBX_ENV_Door_Open_T04	06 Approved Pre		Stephi	05 Implemented		L1_HighDoor_T04_Open	1x1x5	wood & paper door to next room; with 1x1x1 wall part on top
FBX_ENV_Door_Default_T08	06 Approved Pre		Stephi	05 Implemented		L1_HighDoor_T08_Closed	1x1x5	wood & paper door to next room; with 1x1x1 wall part on top
FBX_ENV_Door_Open_T08	06 Approved Pre		Stephi	05 Implemented		L1_HighDoor_T08_Open	1x1x5	wood & paper door to next room; with 1x1x1 wall part on top
FBX_ENV_Door_Boss_T04	06 Approved Pre		Stephi	05 Implemented		L1_HighDoor_T04_Closed	1x1x5	wood & paper door to next room; with 1x1x1 wall part on top
FBX_ENV_Door_Boss_T08	06 Approved Pre		Stephi	05 Implemented		L1_HighDoor_T08_Closed	1x1x5	wood & paper door to next room; with 1x1x1 wall part on top
FBX_ENV_EMBER_PIT_T00_Filled	04 Revision Needed	Seiten-Padding muss weg	Stephi	06 Approved Pre		L0_EMBER_PIT_T00_Filled	1x1x1	1x1 coal pit that hurts characters
FBX_ENV_EMBER_PIT_T03_TwoAdjacentSides	04 Revision Needed	Seiten-Padding muss weg	Stephi	06 Approved Pre		L0_EMBER_PIT_T03_TwoAdjacentSides	1x1x1	corner piece for a bigger coal pit
FBX_ENV_EMBER_PIT_T04_TwoOppositeSides	04 Revision Needed	Seiten-Padding muss weg	Stephi	06 Approved Pre		L0_EMBER_PIT_T14_Empty		
FBX_ENV_EMBER_PIT_T08_OneSide	04 Revision Needed	Seiten-Padding muss weg	Stephi	06 Approved Pre		L0_EMBER_PIT_T08_OneSide	1x1x1	border piece for a bigger coal pit
FBX_ENV_EMBER_PIT_T13_OneCorner	04 Revision Needed	Seiten-Padding muss weg	Stephi	02 Not Implemented				
FBX_ENV_EMBER_PIT_T14_Empty	04 Revision Needed	Seiten-Padding muss weg	Stephi	06 Approved Pre		L0_EMBER_PIT_T14_Empty	1x1x1	center piece for a bigger coal pit
FBX_ENV_SpikeThrustrer	01 Blocked			01 Blocked			2x1x1	wall spikes that push out when char walks by and hurts it
FBX_ENV_ColumnSmallBroken	01 Blocked			01 Blocked			1x1x1	free standing broken column that hurts characters that walk onto it
FBX_ENV_ColumnBigBroken_T03_TwoAdjacentSides	01 Blocked			01 Blocked			1x1x1	corner piece for a bigger broken column
FBX_ENV_ColumnBigBroken_T08_OneSide	01 Blocked			01 Blocked			1x1x1	border piece for a bigger broken column
FBX_ENV_ColumnBigBroken_T14_Empty	01 Blocked			01 Blocked			1x1x1	center piece for a bigger broken column
FBX_ENV_ColumnBig_T00_Filled	04 Revision Needed	Seiten-Padding muss weg	Stephi	06 Approved Pre			1x1x1	center piece for a bigger broken column
FBX_ENV_ColumnBig_T03_TwoAdjacentSides	04 Revision Needed	Seiten-Padding muss weg	Stephi	06 Approved Pre			1x1x1	center piece for a bigger broken column
FBX_ENV_ColumnBig_T08_OneSide	04 Revision Needed	Seiten-Padding muss weg	Stephi	06 Approved Pre			1x1x1	center piece for a bigger broken column
FBX_ENV_ColumnBig_T08_OneSide_Blank	04 Revision Needed	Seiten-Padding muss weg	Stephi	06 Approved Pre			1x1x1	center piece for a bigger broken column
FBX_ENV_ColumnBig_T08_OneSide_Frame	04 Revision Needed	Seiten-Padding muss weg	Stephi	06 Approved Pre			1x1x1	center piece for a bigger broken column
FBX_ENV_ColumnBig_T13_OneCorner	04 Revision Needed	Seiten-Padding muss weg	Stephi	02 Not Implemented				
FBX_ENV_ColumnBig_T14_Empty	04 Revision Needed	Seiten-Padding muss weg	Stephi	06 Approved Pre			1x1x1	center piece for a bigger broken column
FBX_ENV_Tapestry_L	06 Approved Pre		Stephi	06 Approved Pre				
FBX_ENV_Tapestry_M	06 Approved Pre		Stephi	06 Approved Pre				
FBX_ENV_Tapestry_S	06 Approved Pre		Stephi	06 Approved Pre				
FBX_ENV_Foliage_Hanging_XL	06 Approved Pre		Stephi	06 Approved Pre				
FBX_ENV_Foliage_Hanging_L	06 Approved Pre		Stephi	06 Approved Pre				
FBX_ENV_Foliage_Hanging_M	06 Approved Pre		Stephi	06 Approved Pre				
FBX_ENV_Foliage_Hanging_S	06 Approved Pre		Stephi	06 Approved Pre				
FBX_ENV_Info_Panel	06 Approved Pre		Stephi	02 Not Implemented				
FBX_ENV_Ceiling_Small	05 Awaiting Approval							
FBX_ENV_Ceiling_Large	05 Awaiting Approval							
FBX_ENV_CeilingLamp_T00	05 Awaiting Approval							
FBX_ENV_CeilingLamp_T03	05 Awaiting Approval							
FBX_ENV_CeilingLamp_T08	05 Awaiting Approval							
FBX_ENV_CeilingLamp_T14	05 Awaiting Approval							
FBX_Interactive_Bowl_Rice	06 Approved Pre		Stephi	06 Approved Pre			1x1x1	
FBX_Interactive_Bowl	06 Approved Pre		Stephi	06 Approved Pre			1x1x1	

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FBX_Interactive_Chest_Open	06 Approved Pre		Stephi	02 Not Implemented			1x1x1	
FBX_Interactive_Chest_Closed	06 Approved Pre		Stephi	06 Approved Pre			1x1x1	
FBX_Interactive_Chest_Top	06 Approved Pre		Stephi	02 Not Implemented			1x1x1	
FBX_Interactive_Bonsai	06 Approved Pre		Stephi	06 Approved Pre			1x1x1	
FBX_Interactive_Cushion	06 Approved Pre		Stephi	06 Approved Pre			1x1x1	
FBX_Interactive_Table	06 Approved Pre		Stephi	06 Approved Pre			1x1x1	
FBX_Interactive_Book_Spine	06 Approved Pre		Stephi	02 Not Implemented			1x1x1	
FBX_Interactive_Book_Paper_01	06 Approved Pre		Stephi	02 Not Implemented			1x1x1	
FBX_Interactive_Book_Paper_02	06 Approved Pre		Stephi	02 Not Implemented			1x1x1	
FBX_Interactive_Punching_Bag	06 Approved Pre		Stephi	06 Approved Pre			1x1x1	
FBX_Interactive_Punching_Bag_Post	06 Approved Pre		Stephi	06 Approved Pre			1x1x1	
FBX_Interactive_Punching_Bag_Rope	06 Approved Pre		Stephi	06 Approved Pre			1x1x1	
FBX_Interactive_Barrel	06 Approved Pre		Stephi	06 Approved Pre			1x1x1	
FBX_Interactive_Paint	03 In Progress		Stephi	02 Not Implemented			1x1x1	
FBX_Interactive_Lantern	06 Approved Pre		Stephi	02 Not Implemented		L1_WallLantern	1x1x1	small Lantern that can hang from a wall
FBX_Interactive_Lantern_Embers	05 Awaiting Approval		Stephi	02 Not Implemented			1x1x1	
FBX_Interactive_Brazier	06 Approved Pre		Stephi	06 Approved Pre		P_Entity_Thing_Brazier	1x1x1	a hot brazier standing on the ground
FBX_Interactive_Gong	06 Approved Pre		Stephi	06 Approved Pre			1x6(4 Blöcke Gong) x6	gong with frame
FBX_Interactive_Gong_Rope	06 Approved Pre		Stephi	02 Not Implemented			1x6(4 Blöcke Gong) x6	gong with frame
FBX_Interactive_Gong_Post	06 Approved Pre		Stephi	06 Approved Pre			1x6(4 Blöcke Gong) x6	gong with frame
FBX_Interactive_Lampions	06 Approved Pre		Stephi	06 Approved Pre			1x4x4 ?	
FBX_Interactive_Lampions_Single	06 Approved Pre		Stephi	02 Not Implemented			1x4x4 ?	
FBX_Interactive_Lampions_Pole	06 Approved Pre		Stephi	02 Not Implemented			1x4x4 ?	
FBX_Interactive_Weapon_Holder	06 Approved Pre		Stephi	06 Approved Pre			1x1x1	
FBX_Interactive_Gong_Pong	06 Approved Pre		Stephi	06 Approved Pre			1x1x1	
FBX_Interactive_Chandelier	06 Approved Pre		Stephi	06 Approved Pre			1x1x1	Er sollte nach unten leuchten können, am besten aber in alle Richtungen