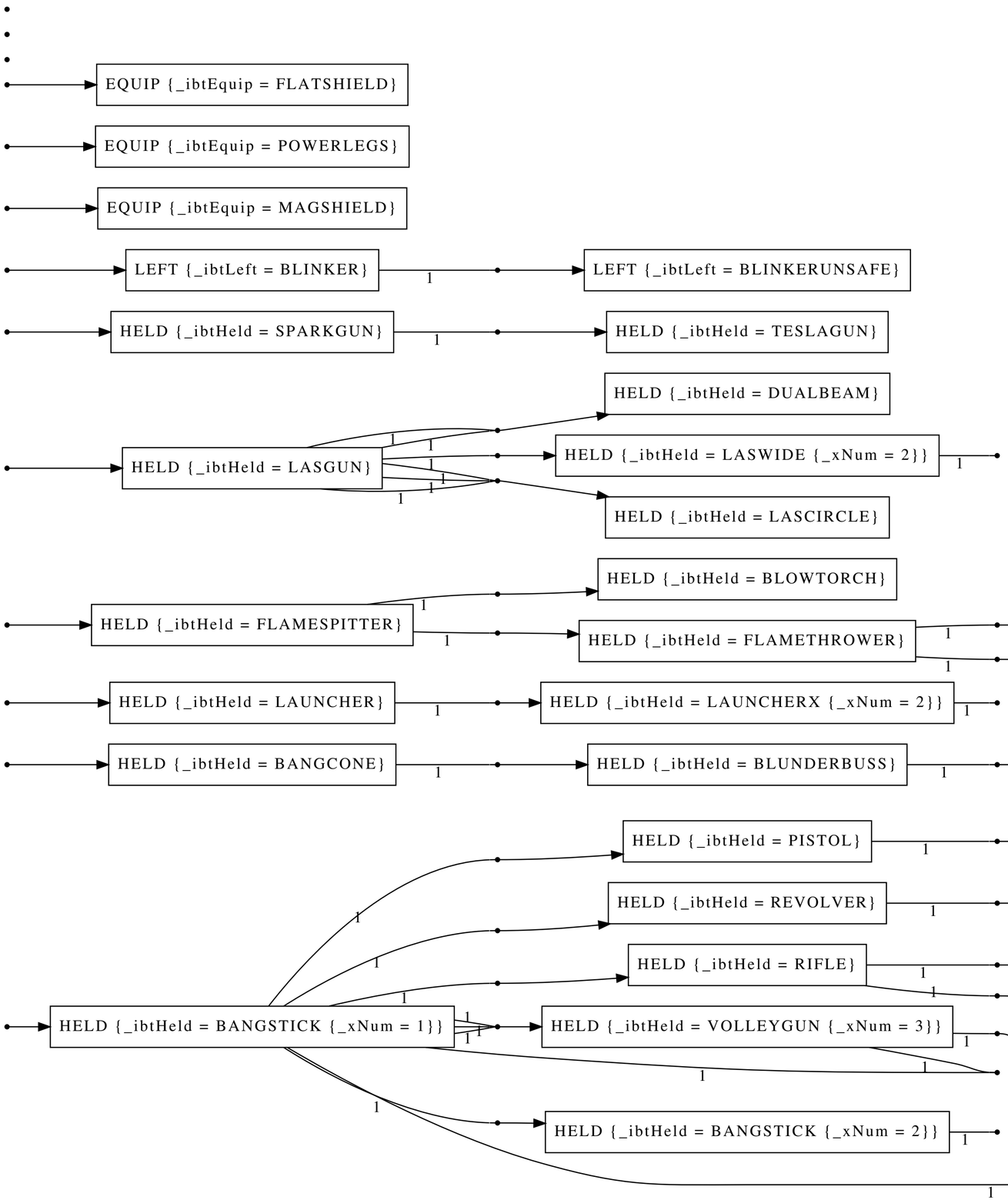
EQUIP {_ibtEquip = FLATSHIELD}
EQUIP {_ibtEquip = POWERLEGS}
EQUIP {_ibtEquip = MAGSHIELD}
LEFT {_ibtLeft = BLINKER}
LEFT {_ibtLeft = BLINKERUNSAFE}
HELD {_ibtHeld = SPARKGUN}
HELD {_ibtHeld = TESLAGUN}
HELD {_ibtHeld = DUALBEAM}
HELD {_ibtHeld = LASGUN}
HELD {_ibtHeld = LASWIDE {_xNum = 2}}
HELD {_ibtHeld = LASCIRCLE}
HELD {_ibtHeld = BLOWTORCH}
HELD {_ibtHeld = FLAMESPITTER}
HELD {_ibtHeld = FLAMETHROWER}
HELD {_ibtHeld = FLAMEWALL}
HELD {_ibtHeld = FLAMETORRENT}
HELD {_ibtHeld = LAUNCHER}
HELD {_ibtHeld = LAUNCHERX {_xNum = 2}}
HELD {_ibtHeld = BANGCONE}
HELD {_ibtHeld = BLUNDERBUSS}
HELD {_ibtHeld = GRAPECANNON {_xNum = 1}}
HELD {_ibtHeld = MACHINEPISTOL}
HELD {_ibtHeld = PISTOL}
HELD {_ibtHeld = AUTOPISTOL}
HELD {_ibtHeld = SMG}
HELD {_ibtHeld = REVOLVER}
HELD {_ibtHeld = REVOLVERX {_xNum = 1}}
HELD {_ibtHeld = BURSTRIFLE}
HELD {_ibtHeld = RIFLE}
HELD {_ibtHeld = REPEATER}
HELD {_ibtHeld = AUTORIFLE}
HELD {_ibtHeld = BANGSTICK {_xNum = 1}}
HELD {_ibtHeld = VOLLEYGUN {_xNum = 3}}
HELD {_ibtHeld = AMR}
HELD {_ibtHeld = SNIPERRIFLE}
HELD {_ibtHeld = AUTOAMR}
HELD {_ibtHeld = MINIGUNX {_xNum = 3}}
HELD {_ibtHeld = BANGSTICK {_xNum = 2}}
HELD {_ibtHeld = MACHINEGUN}