

Events

Boss & Cutscene music are not available.

Start & Stop Events

```
play_music_doom_2016_01_intro  
play_music_doom_2016_02_resops  
play_music_doom_2016_03_foundry  
play_music_doom_2016_04_surface_1  
play_music_doom_2016_05_argent  
play_music_doom_2016_06_bka  
play_music_doom_2016_07_surface_2  
play_music_doom_2016_08_bfg  
play_music_doom_2016_09_lazarus  
play_music_doom_2016_10_bkb  
play_music_doom_2016_11_bkc  
play_music_doom_2016_12_polar_core  
play_music_doom_2016_13_titan  
play_music_main_menu_01
```

Music States

Only **map_start**, **light**, **heavy** and **end** will work for every Start & Stop Events

```
music_doom_2016_combat_state/end  
music_doom_2016_combat_state/heavy  
music_doom_2016_combat_state/light  
music_doom_2016_combat_state/light_end  
music_doom_2016_combat_state/map_start  
music_doom_2016_combat_state/none  
music_doom_2016_combat_state/reveal  
music_doom_2016_combat_state/rune_challenge_end  
music_doom_2016_combat_state/rune_challenge_start  
music_doom_2016_combat_state/vulnerable
```

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