

Screechers

e5m1_spear\generated\decls\md6def\md6def\characters\monsters\zombie_tier1\base\zombie_tier1_berserk.md6.decl

Additional FxConditions must trigger

```
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_back/head_v1.md6anim" {
    event "ae_applyBuffModifiers" {
        frame 1.0000
        row 17
    }
    event "ae_soundNoSkip" {
        frame 1.0000
        row 18
        soundevent ""
    }
    event "ae_startFX" {
        frame 1.0000
        row 19
        fxCondition_t FX_CINEMATIC_20
    }
    event "ae_soundNoSkip" {
        frame 0.0235
        row 1
        soundevent "play_zombie_alert_screech"
    }
    event "ae_startFX" {
        frame 0.0000
        row 0
        fxCondition_t FX_CINEMATIC_MP_1
    }
    event "ae_stopFX" {
        frame 45.0000
        row 3
    }
}
```

```

    fxCondition_t FX_START_DEATH_1
}
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_01.md6a
nim" {
    event "ae_applyBuffModifiers" {
        frame 1.0000
        row 17
    }
    event "ae_soundNoSkip" {
        frame 1.0000
        row 18
        soundevent ""
    }
    event "ae_startFX" {
        frame 1.0000
        row 19
        fxCondition_t FX_CINEMATIC_20
    }
    event "ae_soundNoSkip" {
        frame 0.0235
        row 1
        soundevent "play_zombie_alert_screech"
    }
    event "ae_startFX" {
        frame 0.0000
        row 0
        fxCondition_t FX_CINEMATIC_MP_1
    }
    event "ae_stopFX" {
        frame 45.0000
        row 3
        fxCondition_t FX_START_DEATH_1
    }
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_02.md6a
nim" {
    event "ae_applyBuffModifiers" {

```

```
    frame 1.0000
    row 17
  }
  event "ae_soundNoSkip" {
    frame 1.0000
    row 18
    soundevent ""
  }
  event "ae_startFX" {
    frame 1.0000
    row 19
    fxCondition_t FX_CINEMATIC_20
  }
  event "ae_soundNoSkip" {
    frame 0.0235
    row 1
    soundevent "play_zombie_alert_screech"
  }
  event "ae_startFX" {
    frame 0.0000
    row 0
    fxCondition_t FX_CINEMATIC_MP_1
  }
  event "ae_stopFX" {
    frame 45.0000
    row 3
    fxCondition_t FX_START_DEATH_1
  }
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_03.md6a
nim" {
  event "ae_applyBuffModifiers" {
    frame 1.0000
    row 17
  }
  event "ae_soundNoSkip" {
    frame 1.0000
    row 18
    soundevent ""
```

```

    }
    event "ae_startFX" {
        frame 1.0000
        row 19
        fxCondition_t FX_CINEMATIC_20
    }
    event "ae_soundNoSkip" {
        frame 0.0235
        row 1
        soundevent "play_zombie_alert_screech"
    }
    event "ae_startFX" {
        frame 0.0000
        row 0
        fxCondition_t FX_CINEMATIC_MP_1
    }
    event "ae_stopFX" {
        frame 45.0000
        row 3
        fxCondition_t FX_START_DEATH_1
    }
}

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_04.md6a
nim" {
    event "ae_applyBuffModifiers" {
        frame 1.0000
        row 17
    }
    event "ae_soundNoSkip" {
        frame 1.0000
        row 18
        soundevent ""
    }
    event "ae_startFX" {
        frame 1.0000
        row 19
        fxCondition_t FX_CINEMATIC_20
    }
    event "ae_soundNoSkip" {

```

```
    frame 0.0235
    row 1
    soundevent "play_zombie_alert_screech"
  }
  event "ae_startFX" {
    frame 0.0000
    row 0
    fxCondition_t FX_CINEMATIC_MP_1
  }
  event "ae_stopFX" {
    frame 45.0000
    row 3
    fxCondition_t FX_START_DEATH_1
  }
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_06.md6a
nim" {
  event "ae_applyBuffModifiers" {
    frame 1.0000
    row 17
  }
  event "ae_soundNoSkip" {
    frame 1.0000
    row 18
    soundevent ""
  }
  event "ae_startFX" {
    frame 1.0000
    row 19
    fxCondition_t FX_CINEMATIC_20
  }
  event "ae_soundNoSkip" {
    frame 0.0235
    row 1
    soundevent "play_zombie_alert_screech"
  }
  event "ae_startFX" {
    frame 0.0000
    row 0
```

```

    fxCCondition_t FX_CINEMATIC_MP_1
}

event "ae_stopFX" {
    frame 45.0000
    row 3
    fxCCondition_t FX_START_DEATH_1
}

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_07.md6a
nim" {
    event "ae_applyBuffModifiers" {
        frame 1.0000
        row 17
    }
    event "ae_soundNoSkip" {
        frame 1.0000
        row 18
        soundevent ""
    }
    event "ae_startFX" {
        frame 1.0000
        row 19
        fxCCondition_t FX_CINEMATIC_20
    }
    event "ae_soundNoSkip" {
        frame 0.0235
        row 1
        soundevent "play_zombie_alert_screech"
    }
    event "ae_startFX" {
        frame 0.0000
        row 0
        fxCCondition_t FX_CINEMATIC_MP_1
    }
    event "ae_stopFX" {
        frame 45.0000
        row 3
        fxCCondition_t FX_START_DEATH_1
    }
}

```

```

    }
    anim
    "md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_08.md6a
    nim" {
        event "ae_applyBuffModifiers" {
            frame 1.0000
            row 17
        }
        event "ae_soundNoSkip" {
            frame 1.0000
            row 18
            soundevent ""
        }
        event "ae_startFX" {
            frame 1.0000
            row 19
            fxCondition_t FX_CINEMATIC_20
        }
        event "ae_soundNoSkip" {
            frame 0.0235
            row 1
            soundevent "play_zombie_alert_screech"
        }
        event "ae_startFX" {
            frame 0.0000
            row 0
            fxCondition_t FX_CINEMATIC_MP_1
        }
        event "ae_stopFX" {
            frame 45.0000
            row 3
            fxCondition_t FX_START_DEATH_1
        }
    }
    anim
    "md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_09.md6a
    nim" {
        event "ae_applyBuffModifiers" {
            frame 1.0000
            row 17

```

```

    }
    event "ae_soundNoSkip" {
        frame 1.0000
        row 18
        soundevent ""
    }
    event "ae_startFX" {
        frame 1.0000
        row 19
        fxCondition_t FX_CINEMATIC_20
    }
    event "ae_soundNoSkip" {
        frame 0.0235
        row 1
        soundevent "play_zombie_alert_screech"
    }
    event "ae_startFX" {
        frame 0.0000
        row 0
        fxCondition_t FX_CINEMATIC_MP_1
    }
    event "ae_stopFX" {
        frame 45.0000
        row 3
        fxCondition_t FX_START_DEATH_1
    }
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_10.md6a
nim" {
    event "ae_applyBuffModifiers" {
        frame 1.0000
        row 17
    }
    event "ae_soundNoSkip" {
        frame 1.0000
        row 18
        soundevent ""
    }
    event "ae_startFX" {

```

```

    []frame 1.0000
    []row 19
    []fxCondition_t FX_CINEMATIC_20
    []
    []event "ae_soundNoSkip" {
    []frame 0.0235
    []row 1
    []soundevent "play_zombie_alert_screech"
    []
    []event "ae_startFX" {
    []frame 0.0000
    []row 0
    []fxCondition_t FX_CINEMATIC_MP_1
    []
    []event "ae_stopFX" {
    []frame 45.0000
    []row 3
    []fxCondition_t FX_START_DEATH_1
    []
    []
    []anim
    "md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_11.md6a
    nim" {
    []event "ae_applyBuffModifiers" {
    []frame 1.0000
    []row 17
    []
    []event "ae_soundNoSkip" {
    []frame 1.0000
    []row 18
    []soundevent ""
    []
    []event "ae_startFX" {
    []frame 1.0000
    []row 19
    []fxCondition_t FX_CINEMATIC_20
    []
    []event "ae_soundNoSkip" {
    []frame 0.0235
    []row 1

```

```

    [][[soundevent "play_zombie_alert_screech"
    [][[
    [][event "ae_startFX" {
    [][frame 0.0000
    [][row 0
    [][fxCondition_t FX_CINEMATIC_MP_1
    [][[
    [][event "ae_stopFX" {
    [][frame 45.0000
    [][row 3
    [][fxCondition_t FX_START_DEATH_1
    [][[
    [][[
    [][anim
    "md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_12.md6a
    nim" {
    [][event "ae_applyBuffModifiers" {
    [][frame 1.0000
    [][row 17
    [][[
    [][event "ae_soundNoSkip" {
    [][frame 1.0000
    [][row 18
    [][soundevent ""
    [][[
    [][event "ae_startFX" {
    [][frame 1.0000
    [][row 19
    [][fxCondition_t FX_CINEMATIC_20
    [][[
    [][event "ae_soundNoSkip" {
    [][frame 0.0235
    [][row 1
    [][soundevent "play_zombie_alert_screech"
    [][[
    [][event "ae_startFX" {
    [][frame 0.0000
    [][row 0
    [][fxCondition_t FX_CINEMATIC_MP_1
    [][[

```

```
event "ae_stopFX" {
    frame 45.0000
    row 3
    fxCondition_t FX_START_DEATH_1
}

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_13.md6a
nim" {
    event "ae_applyBuffModifiers" {
        frame 1.0000
        row 17
    }
    event "ae_soundNoSkip" {
        frame 1.0000
        row 18
        soundevent ""
    }
    event "ae_startFX" {
        frame 1.0000
        row 19
        fxCondition_t FX_CINEMATIC_20
    }
    event "ae_soundNoSkip" {
        frame 0.0235
        row 1
        soundevent "play_zombie_alert_screech"
    }
    event "ae_startFX" {
        frame 0.0000
        row 0
        fxCondition_t FX_CINEMATIC_MP_1
    }
    event "ae_stopFX" {
        frame 45.0000
        row 3
        fxCondition_t FX_START_DEATH_1
    }
}

anim
```

```

"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_14.md6a
nim" {
    []event "ae_applyBuffModifiers" {
        []frame 1.0000
        []row 17
        []
    }
    []event "ae_soundNoSkip" {
        []frame 1.0000
        []row 18
        []soundevent ""
        []
    }
    []event "ae_startFX" {
        []frame 1.0000
        []row 19
        []fxCondition_t FX_CINEMATIC_20
        []
    }
    []event "ae_soundNoSkip" {
        []frame 0.0235
        []row 1
        []soundevent "play_zombie_alert_screech"
        []
    }
    []event "ae_startFX" {
        []frame 0.0000
        []row 0
        []fxCondition_t FX_CINEMATIC_MP_1
        []
    }
    []event "ae_stopFX" {
        []frame 45.0000
        []row 3
        []fxCondition_t FX_START_DEATH_1
        []
    }
    []
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_15.md6a
nim" {
    []event "ae_applyBuffModifiers" {
        []frame 1.0000
        []row 17
        []
    }
    []event "ae_soundNoSkip" {

```

```

    frame 1.0000
    row 18
    soundevent ""
  }
  event "ae_startFX" {
    frame 1.0000
    row 19
    fxCondition_t FX_CINEMATIC_20
  }
  event "ae_soundNoSkip" {
    frame 0.0235
    row 1
    soundevent "play_zombie_alert_screach"
  }
  event "ae_startFX" {
    frame 0.0000
    row 0
    fxCondition_t FX_CINEMATIC_MP_1
  }
  event "ae_stopFX" {
    frame 45.0000
    row 3
    fxCondition_t FX_START_DEATH_1
  }
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_16.md6a
nim" {
  event "ae_applyBuffModifiers" {
    frame 1.0000
    row 17
  }
  event "ae_soundNoSkip" {
    frame 1.0000
    row 18
    soundevent ""
  }
  event "ae_startFX" {
    frame 1.0000
    row 19

```

```

    [fxCondition_t FX_CINEMATIC_20
    ]
    event "ae_soundNoSkip" {
        [frame 0.0235
        row 1
        soundevent "play_zombie_alert_screech"
        ]
    event "ae_startFX" {
        [frame 0.0000
        row 0
        [fxCondition_t FX_CINEMATIC_MP_1
        ]
        event "ae_stopFX" {
            [frame 45.0000
            row 3
            [fxCondition_t FX_START_DEATH_1
            ]
            ]
        anim
        "md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_17.md6a
        nim" {
            event "ae_applyBuffModifiers" {
                [frame 1.0000
                row 17
                ]
            event "ae_soundNoSkip" {
                [frame 1.0000
                row 18
                soundevent ""
                ]
            event "ae_startFX" {
                [frame 1.0000
                row 19
                [fxCondition_t FX_CINEMATIC_20
                ]
                event "ae_soundNoSkip" {
                    [frame 0.0235
                    row 1
                    soundevent "play_zombie_alert_screech"
                    ]
                ]
            ]
        ]
    ]
}

```

```

    []event "ae_startFX" {
        []frame 0.0000
        []row 0
        []fxCondition_t FX_CINEMATIC_MP_1
        []
    }
    []event "ae_stopFX" {
        []frame 45.0000
        []row 3
        []fxCondition_t FX_START_DEATH_1
        []
    }
    []anim
    "md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_18.md6a
    nim" {
        []event "ae_applyBuffModifiers" {
            []frame 1.0000
            []row 17
            []
        }
        []event "ae_soundNoSkip" {
            []frame 1.0000
            []row 18
            []soundevent ""
            []
        }
        []event "ae_startFX" {
            []frame 1.0000
            []row 19
            []fxCondition_t FX_CINEMATIC_20
            []
        }
        []event "ae_soundNoSkip" {
            []frame 0.0235
            []row 1
            []soundevent "play_zombie_alert_screech"
            []
        }
        []event "ae_startFX" {
            []frame 0.0000
            []row 0
            []fxCondition_t FX_CINEMATIC_MP_1
            []
        }
        []event "ae_stopFX" {
            []frame 45.0000

```

```

    row 3
    fxCondition_t FX_START_DEATH_1
}
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_19.md6a
nim" {
    event "ae_applyBuffModifiers" {
        frame 1.0000
        row 17
    }
    event "ae_soundNoSkip" {
        frame 1.0000
        row 18
        soundevent ""
    }
    event "ae_startFX" {
        frame 1.0000
        row 19
        fxCondition_t FX_CINEMATIC_20
    }
    event "ae_soundNoSkip" {
        frame 0.0235
        row 1
        soundevent "play_zombie_alert_screech"
    }
    event "ae_startFX" {
        frame 0.0000
        row 0
        fxCondition_t FX_CINEMATIC_MP_1
    }
    event "ae_stopFX" {
        frame 45.0000
        row 3
        fxCondition_t FX_START_DEATH_1
    }
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_20.md6a
nim" {

```

```

    []event "ae_applyBuffModifiers" {
        []frame 1.0000
        []row 17
        []
    }
    []event "ae_soundNoSkip" {
        []frame 1.0000
        []row 18
        []soundevent ""
        []
    }
    []event "ae_startFX" {
        []frame 1.0000
        []row 19
        []fxCondition_t FX_CINEMATIC_20
        []
    }
    []event "ae_soundNoSkip" {
        []frame 0.0235
        []row 1
        []soundevent "play_zombie_alert_screech"
        []
    }
    []event "ae_startFX" {
        []frame 0.0000
        []row 0
        []fxCondition_t FX_CINEMATIC_MP_1
        []
    }
    []event "ae_stopFX" {
        []frame 45.0000
        []row 3
        []fxCondition_t FX_START_DEATH_1
        []
    }
    []
    []anim
    "md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_21.md6a
    nim" {
        []event "ae_applyBuffModifiers" {
            []frame 1.0000
            []row 17
            []
        }
        []event "ae_soundNoSkip" {
            []frame 1.0000
            []row 18

```

```

    []soundevent ""
    []
    []event "ae_startFX" {
        []frame 1.0000
        []row 19
        []fxCondition_t FX_CINEMATIC_20
    }
    []event "ae_soundNoSkip" {
        []frame 0.0235
        []row 1
        []soundevent "play_zombie_alert_screech"
    }
    []event "ae_startFX" {
        []frame 0.0000
        []row 0
        []fxCondition_t FX_CINEMATIC_MP_1
    }
    []event "ae_stopFX" {
        []frame 45.0000
        []row 3
        []fxCondition_t FX_START_DEATH_1
    }
    []
    []anim
    "md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_22.md6a
    nim" {
        []event "ae_applyBuffModifiers" {
            []frame 1.0000
            []row 17
        }
        []event "ae_soundNoSkip" {
            []frame 1.0000
            []row 18
        }
        []soundevent ""
    }
    []event "ae_startFX" {
        []frame 1.0000
        []row 19
        []fxCondition_t FX_CINEMATIC_20
    }

```

```

    []event "ae_soundNoSkip" {
        []frame 0.0235
        []row 1
        []soundevent "play_zombie_alert_screech"
        []
    }
    []event "ae_startFX" {
        []frame 0.0000
        []row 0
        []fxCondition_t FX_CINEMATIC_MP_1
        []
    }
    []event "ae_stopFX" {
        []frame 45.0000
        []row 3
        []fxCondition_t FX_START_DEATH_1
        []
    }
    []anim
    "md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_23.md6a
    nim" {
        []event "ae_applyBuffModifiers" {
            []frame 1.0000
            []row 17
            []
        }
        []event "ae_soundNoSkip" {
            []frame 1.0000
            []row 18
            []soundevent ""
            []
        }
        []event "ae_startFX" {
            []frame 1.0000
            []row 19
            []fxCondition_t FX_CINEMATIC_20
            []
        }
        []event "ae_soundNoSkip" {
            []frame 0.0235
            []row 1
            []soundevent "play_zombie_alert_screech"
            []
        }
        []event "ae_startFX" {
            []frame 0.0000

```

```

    row 0
    fxCondition_t FX_CINEMATIC_MP_1
  }
  event "ae_stopFX" {
    frame 45.0000
    row 3
    fxCondition_t FX_START_DEATH_1
  }
}

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_back/lower_body_01.md6
anim" {
  event "ae_applyBuffModifiers" {
    frame 1.0000
    row 17
  }
  event "ae_soundNoSkip" {
    frame 1.0000
    row 18
    soundevent ""
  }
  event "ae_startFX" {
    frame 1.0000
    row 19
    fxCondition_t FX_CINEMATIC_20
  }
  event "ae_soundNoSkip" {
    frame 0.0235
    row 1
    soundevent "play_zombie_alert_screech"
  }
  event "ae_startFX" {
    frame 0.0000
    row 0
    fxCondition_t FX_CINEMATIC_MP_1
  }
  event "ae_stopFX" {
    frame 45.0000
    row 3
    fxCondition_t FX_START_DEATH_1
  }
}

```

```

    }
}

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_back/lower_body_inplac
e_01.md6anim" {
    event "ae_applyBuffModifiers" {
        frame 1.0000
        row 17
    }
    event "ae_soundNoSkip" {
        frame 1.0000
        row 18
        soundevent ""
    }
    event "ae_startFX" {
        frame 1.0000
        row 19
        fxCondition_t FX_CINEMATIC_20
    }
    event "ae_soundNoSkip" {
        frame 0.0235
        row 1
        soundevent "play_zombie_alert_screech"
    }
    event "ae_startFX" {
        frame 0.0000
        row 0
        fxCondition_t FX_CINEMATIC_MP_1
    }
    event "ae_stopFX" {
        frame 45.0000
        row 3
        fxCondition_t FX_START_DEATH_1
    }
}

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_back/lower_body_inplac
e_02.md6anim" {
    event "ae_applyBuffModifiers" {
        frame 1.0000

```

```

    row 17
  }
  event "ae_soundNoSkip" {
    frame 1.0000
    row 18
    soundevent ""
  }
  event "ae_startFX" {
    frame 1.0000
    row 19
    fxCondition_t FX_CINEMATIC_20
  }
  event "ae_soundNoSkip" {
    frame 0.0235
    row 1
    soundevent "play_zombie_alert_screech"
  }
  event "ae_startFX" {
    frame 0.0000
    row 0
    fxCondition_t FX_CINEMATIC_MP_1
  }
  event "ae_stopFX" {
    frame 45.0000
    row 3
    fxCondition_t FX_START_DEATH_1
  }
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_back/upper_body_01.md6
anim" {
  event "ae_applyBuffModifiers" {
    frame 1.0000
    row 17
  }
  event "ae_soundNoSkip" {
    frame 1.0000
    row 18
    soundevent ""
  }
}

```

```

    []event "ae_startFX" {
        []frame 1.0000
        []row 19
        []fxCondition_t FX_CINEMATIC_20
    }
    []event "ae_soundNoSkip" {
        []frame 0.0235
        []row 1
        []soundevent "play_zombie_alert_screech"
    }
    []event "ae_startFX" {
        []frame 0.0000
        []row 0
        []fxCondition_t FX_CINEMATIC_MP_1
    }
    []event "ae_stopFX" {
        []frame 45.0000
        []row 3
        []fxCondition_t FX_START_DEATH_1
    }
    []
    []anim
    "md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_back/upper_body_inplac
    e_01.md6anim" {
        []event "ae_applyBuffModifiers" {
            []frame 1.0000
            []row 17
        }
        []event "ae_soundNoSkip" {
            []frame 1.0000
            []row 18
            []soundevent ""
        }
        []event "ae_startFX" {
            []frame 1.0000
            []row 19
            []fxCondition_t FX_CINEMATIC_20
        }
        []event "ae_soundNoSkip" {
            []frame 0.0235

```

```

row 1
soundevent "play_zombie_alert_screech"
}
event "ae_startFX" {
frame 0.0000
row 0
fxCondition_t FX_CINEMATIC_MP_1
}
event "ae_stopFX" {
frame 45.0000
row 3
fxCondition_t FX_START_DEATH_1
}
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/chest_01.md6anim"
{
event "ae_applyBuffModifiers" {
frame 1.0000
row 17
}
event "ae_soundNoSkip" {
frame 1.0000
row 18
soundevent ""
}
event "ae_startFX" {
frame 1.0000
row 19
fxCondition_t FX_CINEMATIC_20
}
event "ae_soundNoSkip" {
frame 0.0235
row 1
soundevent "play_zombie_alert_screech"
}
event "ae_startFX" {
frame 0.0000
row 0
fxCondition_t FX_CINEMATIC_MP_1

```

```

    }
    event "ae_stopFX" {
        frame 45.0000
        row 3
        fxCondition_t FX_START_DEATH_1
    }
}

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/chest_in_place_0
1.md6anim" {
    event "ae_applyBuffModifiers" {
        frame 1.0000
        row 17
    }
    event "ae_soundNoSkip" {
        frame 1.0000
        row 18
        soundevent ""
    }
    event "ae_startFX" {
        frame 1.0000
        row 19
        fxCondition_t FX_CINEMATIC_20
    }
    event "ae_soundNoSkip" {
        frame 0.0235
        row 1
        soundevent "play_zombie_alert_screech"
    }
    event "ae_startFX" {
        frame 0.0000
        row 0
        fxCondition_t FX_CINEMATIC_MP_1
    }
    event "ae_stopFX" {
        frame 45.0000
        row 3
        fxCondition_t FX_START_DEATH_1
    }
}

```

```

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/gut_01.md6anim"
{
    event "ae_applyBuffModifiers" {
        frame 1.0000
        row 17
    }
    event "ae_soundNoSkip" {
        frame 1.0000
        row 18
        soundevent ""
    }
    event "ae_startFX" {
        frame 1.0000
        row 19
        fxCondition_t FX_CINEMATIC_20
    }
    event "ae_soundNoSkip" {
        frame 0.0235
        row 1
        soundevent "play_zombie_alert_screech"
    }
    event "ae_startFX" {
        frame 0.0000
        row 0
        fxCondition_t FX_CINEMATIC_MP_1
    }
    event "ae_stopFX" {
        frame 45.0000
        row 3
        fxCondition_t FX_START_DEATH_1
    }
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/gut_inplace_01.m
d6anim" {
    event "ae_applyBuffModifiers" {
        frame 1.0000
        row 17
    }
}

```

```

    []event "ae_soundNoSkip" {
        []frame 1.0000
        []row 18
        []soundevent ""
    }
    []event "ae_startFX" {
        []frame 1.0000
        []row 19
        []fxCondition_t FX_CINEMATIC_20
    }
    []event "ae_soundNoSkip" {
        []frame 0.0235
        []row 1
        []soundevent "play_zombie_alert_screech"
    }
    []event "ae_startFX" {
        []frame 0.0000
        []row 0
        []fxCondition_t FX_CINEMATIC_MP_1
    }
    []event "ae_stopFX" {
        []frame 45.0000
        []row 3
        []fxCondition_t FX_START_DEATH_1
    }
    []
    []anim
    "md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/left_arm_01.md6a
    nim" {
        []event "ae_applyBuffModifiers" {
            []frame 1.0000
            []row 17
        }
        []event "ae_soundNoSkip" {
            []frame 1.0000
            []row 18
            []soundevent ""
        }
        []event "ae_startFX" {
            []frame 1.0000

```

```

row 19
fxCondition_t FX_CINEMATIC_20
}
event "ae_soundNoSkip" {
frame 0.0235
row 1
soundevent "play_zombie_alert_screech"
}
event "ae_startFX" {
frame 0.0000
row 0
fxCondition_t FX_CINEMATIC_MP_1
}
event "ae_stopFX" {
frame 45.0000
row 3
fxCondition_t FX_START_DEATH_1
}
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/left_arm_in_place_01.md6anim" {
event "ae_applyBuffModifiers" {
frame 1.0000
row 17
}
event "ae_soundNoSkip" {
frame 1.0000
row 18
soundevent ""
}
event "ae_startFX" {
frame 1.0000
row 19
fxCondition_t FX_CINEMATIC_20
}
event "ae_soundNoSkip" {
frame 0.0235
row 1
soundevent "play_zombie_alert_screech"

```

```

    }
    event "ae_startFX" {
        frame 0.0000
        row 0
        fxCondition_t FX_CINEMATIC_MP_1
    }
    event "ae_stopFX" {
        frame 45.0000
        row 3
        fxCondition_t FX_START_DEATH_1
    }
}

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/left_leg_01.md6a
nim" {
    event "ae_applyBuffModifiers" {
        frame 1.0000
        row 17
    }
    event "ae_soundNoSkip" {
        frame 1.0000
        row 18
        soundevent ""
    }
    event "ae_startFX" {
        frame 1.0000
        row 19
        fxCondition_t FX_CINEMATIC_20
    }
    event "ae_soundNoSkip" {
        frame 0.0235
        row 1
        soundevent "play_zombie_alert_screech"
    }
    event "ae_startFX" {
        frame 0.0000
        row 0
        fxCondition_t FX_CINEMATIC_MP_1
    }
    event "ae_stopFX" {

```

```

    frame 45.0000
    row 3
    fxCondition_t FX_START_DEATH_1
}
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/left_leg_inplace_01.md6anim" {
    event "ae_applyBuffModifiers" {
        frame 1.0000
        row 17
    }
    event "ae_soundNoSkip" {
        frame 1.0000
        row 18
        soundevent ""
    }
    event "ae_startFX" {
        frame 1.0000
        row 19
        fxCondition_t FX_CINEMATIC_20
    }
    event "ae_soundNoSkip" {
        frame 0.0235
        row 1
        soundevent "play_zombie_alert_screech"
    }
    event "ae_startFX" {
        frame 0.0000
        row 0
        fxCondition_t FX_CINEMATIC_MP_1
    }
    event "ae_stopFX" {
        frame 45.0000
        row 3
        fxCondition_t FX_START_DEATH_1
    }
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/right_arm_01.md6

```

```

anim" {
    []event "ae_applyBuffModifiers" {
        []frame 1.0000
        []row 17
    []}
    []event "ae_soundNoSkip" {
        []frame 1.0000
        []row 18
        []soundevent ""
    []}
    []event "ae_startFX" {
        []frame 1.0000
        []row 19
        []fxCondition_t FX_CINEMATIC_20
    []}
    []event "ae_soundNoSkip" {
        []frame 0.0235
        []row 1
        []soundevent "play_zombie_alert_screech"
    []}
    []event "ae_startFX" {
        []frame 0.0000
        []row 0
        []fxCondition_t FX_CINEMATIC_MP_1
    []}
    []event "ae_stopFX" {
        []frame 45.0000
        []row 3
        []fxCondition_t FX_START_DEATH_1
    []}
    []}
    []anim
    "md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/right_arm_inplac
e_01.md6anim" {
        []event "ae_applyBuffModifiers" {
            []frame 1.0000
            []row 17
        []}
        []event "ae_soundNoSkip" {
            []frame 1.0000

```

```

    row 18
    soundevent ""
}

event "ae_startFX" {
    frame 1.0000
    row 19
    fxCondition_t FX_CINEMATIC_20
}

event "ae_soundNoSkip" {
    frame 0.0235
    row 1
    soundevent "play_zombie_alert_screech"
}

event "ae_startFX" {
    frame 0.0000
    row 0
    fxCondition_t FX_CINEMATIC_MP_1
}

event "ae_stopFX" {
    frame 45.0000
    row 3
    fxCondition_t FX_START_DEATH_1
}

}

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/right_leg_01.md6
anim" {
    event "ae_applyBuffModifiers" {
        frame 1.0000
        row 17
    }

    event "ae_soundNoSkip" {
        frame 1.0000
        row 18
        soundevent ""
    }

    event "ae_startFX" {
        frame 1.0000
        row 19
        fxCondition_t FX_CINEMATIC_20
    }
}

```

```

    }
    event "ae_soundNoSkip" {
        frame 0.0235
        row 1
        soundevent "play_zombie_alert_screech"
    }
    event "ae_startFX" {
        frame 0.0000
        row 0
        fxCondition_t FX_CINEMATIC_MP_1
    }
    event "ae_stopFX" {
        frame 45.0000
        row 3
        fxCondition_t FX_START_DEATH_1
    }
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/right_leg_inplace_01.md6anim" {
    event "ae_applyBuffModifiers" {
        frame 1.0000
        row 17
    }
    event "ae_soundNoSkip" {
        frame 1.0000
        row 18
        soundevent ""
    }
    event "ae_startFX" {
        frame 1.0000
        row 19
        fxCondition_t FX_CINEMATIC_20
    }
    event "ae_soundNoSkip" {
        frame 0.0235
        row 1
        soundevent "play_zombie_alert_screech"
    }
    event "ae_startFX" {

```

```

    frame 0.0000
    row 0
    fxCondition_t FX_CINEMATIC_MP_1
}
event "ae_stopFX" {
    frame 45.0000
    row 3
    fxCondition_t FX_START_DEATH_1
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/upper_body.md6anim" {
    event "ae_applyBuffModifiers" {
        frame 1.0000
        row 17
    }
    event "ae_soundNoSkip" {
        frame 1.0000
        row 18
        soundevent ""
    }
    event "ae_startFX" {
        frame 1.0000
        row 19
        fxCondition_t FX_CINEMATIC_20
    }
    event "ae_soundNoSkip" {
        frame 0.0235
        row 1
        soundevent "play_zombie_alert_screech"
    }
    event "ae_startFX" {
        frame 0.0000
        row 0
        fxCondition_t FX_CINEMATIC_MP_1
    }
    event "ae_stopFX" {
        frame 45.0000
        row 3

```

```

    fxCondition_t FX_START_DEATH_1
}
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_left/lower_body_01.md6
anim" {
    event "ae_applyBuffModifiers" {
        frame 1.0000
        row 17
    }
    event "ae_soundNoSkip" {
        frame 1.0000
        row 18
        soundevent ""
    }
    event "ae_startFX" {
        frame 1.0000
        row 19
        fxCondition_t FX_CINEMATIC_20
    }
    event "ae_soundNoSkip" {
        frame 0.0235
        row 1
        soundevent "play_zombie_alert_screech"
    }
    event "ae_startFX" {
        frame 0.0000
        row 0
        fxCondition_t FX_CINEMATIC_MP_1
    }
    event "ae_stopFX" {
        frame 45.0000
        row 3
        fxCondition_t FX_START_DEATH_1
    }
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_left/lower_body_inplac
e_01.md6anim" {
    event "ae_applyBuffModifiers" {

```

```

    []frame 1.0000
    []row 17
    []
    []event "ae_soundNoSkip" {
    []frame 1.0000
    []row 18
    []soundevent ""
    []
    []event "ae_startFX" {
    []frame 1.0000
    []row 19
    []fxCondition_t FX_CINEMATIC_20
    []
    []event "ae_soundNoSkip" {
    []frame 0.0235
    []row 1
    []soundevent "play_zombie_alert_screech"
    []
    []event "ae_startFX" {
    []frame 0.0000
    []row 0
    []fxCondition_t FX_CINEMATIC_MP_1
    []
    []event "ae_stopFX" {
    []frame 45.0000
    []row 3
    []fxCondition_t FX_START_DEATH_1
    []
    []
    []anim
    "md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_left/upper_body_inplac
    e_01.md6anim" {
    []event "ae_applyBuffModifiers" {
    []frame 1.0000
    []row 17
    []
    []event "ae_soundNoSkip" {
    []frame 1.0000
    []row 18
    []soundevent ""

```

```

    }
    event "ae_startFX" {
        frame 1.0000
        row 19
        fxCondition_t FX_CINEMATIC_20
    }
    event "ae_soundNoSkip" {
        frame 0.0235
        row 1
        soundevent "play_zombie_alert_screech"
    }
    event "ae_startFX" {
        frame 0.0000
        row 0
        fxCondition_t FX_CINEMATIC_MP_1
    }
    event "ae_stopFX" {
        frame 45.0000
        row 3
        fxCondition_t FX_START_DEATH_1
    }
}

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_left/upper_body_01.md6
anim" {
    event "ae_applyBuffModifiers" {
        frame 1.0000
        row 17
    }
    event "ae_soundNoSkip" {
        frame 1.0000
        row 18
        soundevent ""
    }
    event "ae_startFX" {
        frame 1.0000
        row 19
        fxCondition_t FX_CINEMATIC_20
    }
    event "ae_soundNoSkip" {

```

```

    frame 0.0235
    row 1
    soundevent "play_zombie_alert_screech"
  }
  event "ae_startFX" {
    frame 0.0000
    row 0
    fxCondition_t FX_CINEMATIC_MP_1
  }
  event "ae_stopFX" {
    frame 45.0000
    row 3
    fxCondition_t FX_START_DEATH_1
  }
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_right/lower_body_01.md
6anim" {
  event "ae_applyBuffModifiers" {
    frame 1.0000
    row 17
  }
  event "ae_soundNoSkip" {
    frame 1.0000
    row 18
    soundevent ""
  }
  event "ae_startFX" {
    frame 1.0000
    row 19
    fxCondition_t FX_CINEMATIC_20
  }
  event "ae_soundNoSkip" {
    frame 0.0235
    row 1
    soundevent "play_zombie_alert_screech"
  }
  event "ae_startFX" {
    frame 0.0000
    row 0

```

```

    fxCondition_t FX_CINEMATIC_MP_1
}

event "ae_stopFX" {
    frame 45.0000
    row 3
    fxCondition_t FX_START_DEATH_1
}

anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_right/lower_body_inplace_01.md6anim" {
    event "ae_applyBuffModifiers" {
        frame 1.0000
        row 17
    }
    event "ae_soundNoSkip" {
        frame 1.0000
        row 18
        soundevent ""
    }
    event "ae_startFX" {
        frame 1.0000
        row 19
        fxCondition_t FX_CINEMATIC_20
    }
    event "ae_soundNoSkip" {
        frame 0.0235
        row 1
        soundevent "play_zombie_alert_screech"
    }
    event "ae_startFX" {
        frame 0.0000
        row 0
        fxCondition_t FX_CINEMATIC_MP_1
    }
    event "ae_stopFX" {
        frame 45.0000
        row 3
        fxCondition_t FX_START_DEATH_1
    }
}

```

```

    }
    anim
    "md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_right/upper_body_01.md
6anim" {
    event "ae_applyBuffModifiers" {
        frame 1.0000
        row 17
    }
    event "ae_soundNoSkip" {
        frame 1.0000
        row 18
        soundevent ""
    }
    event "ae_startFX" {
        frame 1.0000
        row 19
        fxCondition_t FX_CINEMATIC_20
    }
    event "ae_soundNoSkip" {
        frame 0.0235
        row 1
        soundevent "play_zombie_alert_screech"
    }
    event "ae_startFX" {
        frame 0.0000
        row 0
        fxCondition_t FX_CINEMATIC_MP_1
    }
    event "ae_stopFX" {
        frame 45.0000
        row 3
        fxCondition_t FX_START_DEATH_1
    }
    }
    anim
    "md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_right/upper_body_inpla
ce_01.md6anim" {
    event "ae_applyBuffModifiers" {
        frame 1.0000
        row 17

```

```

    }
    event "ae_soundNoSkip" {
        frame 1.0000
        row 18
        soundevent ""
    }
    event "ae_startFX" {
        frame 1.0000
        row 19
        fxCondition_t FX_CINEMATIC_20
    }
    event "ae_soundNoSkip" {
        frame 0.0235
        row 1
        soundevent "play_zombie_alert_screech"
    }
    event "ae_startFX" {
        frame 0.0000
        row 0
        fxCondition_t FX_CINEMATIC_MP_1
    }
    event "ae_stopFX" {
        frame 45.0000
        row 3
        fxCondition_t FX_START_DEATH_1
    }
}

```

Revision #3

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