

# Entities

The `idSoundEntity` must be activated first. Then one of the `idMusicEntity` entities can be activated.

The `setMusicState` eventCall will not work, they must be triggered either by an `idTarget_Count` entity or `activateTarget` eventCall.

The `idMusicEntity` playing before activating the DOOM 2016 `idSoundEntity` might overlap, even persisting between levels. Deactivate it first by switching it to `music_ghost_states/none`.

```
entity {
    entityDef sound_sound_musicityentity_2016 {
        inherit = "sound/soundentity";
        class = "idSoundEntity";
        expandInheritance = false;
        poolCount = 0;
        poolGranularity = 2;
        networkReplicated = false;
        disableAIPooling = false;
        edit = {
            temporarySoundEvent = true;
            soundOcclusionBypass = true;
            startEvents = {
                num = 1;
                item[ 0 ] = "Play_music_doom_2016_04_surface_1";
            }
            stopEvents = {
                num = 1;
                item[ 0 ] = "Play_music_doom_2016_04_surface_1";
            }
        }
    }
}
```

```
entity {  
    entityDef sound_sound_musicentity_2016_heavy {  
        inherit = "sound/musicentity";  
        class = "idMusicEntity";  
        expandInheritance = false;  
        poolCount = 0;  
        poolGranularity = 2;  
        networkReplicated = false;  
        disableAIPooling = false;  
        edit = {  
            spawnPosition = {  
                x = 1;  
                y = 1;  
                z = 1;  
            }  
            initialState = "music_doom_2016_combat_state/heavy";  
        }  
    }  
}
```

```
entity {  
    entityDef sound_sound_musicentity_2016_light {  
        inherit = "sound/musicentity";  
        class = "idMusicEntity";  
        expandInheritance = false;  
        poolCount = 0;  
        poolGranularity = 2;  
        networkReplicated = false;  
        disableAIPooling = false;  
        edit = {  
            spawnPosition = {  
                x = 1;  
                y = 1;  
                z = 1;  
            }  
            initialState = "music_doom_2016_combat_state/light";  
        }  
    }  
}
```

```
entity {  
    entityDef sound_sound_musicentity_2016_ambient {  
        inherit = "sound/musicentity";  
        class = "idMusicEntity";  
        expandInheritance = false;  
        poolCount = 0;  
        poolGranularity = 2;  
        networkReplicated = false;  
        disableAIPooling = false;  
        edit = {  
            spawnPosition = {  
                x = 1;  
                y = 1;  
                z = 1;  
            }  
            initialState = "music_doom_2016_combat_state/map_start";  
        }  
    }  
}
```

```
entity {  
    entityDef sound_sound_musicentity_2016_end {  
        inherit = "sound/musicentity";  
        class = "idMusicEntity";  
        expandInheritance = false;  
        poolCount = 0;  
        poolGranularity = 2;  
        networkReplicated = false;  
        disableAIPooling = false;  
        edit = {  
            spawnPosition = {  
                x = 1;  
                y = 1;  
                z = 1;  
            }  
            initialState = "music_doom_2016_combat_state/end";  
        }  
    }  
}
```

