

HIRC Objects

See [Audio Length](#) before proceeding.

HIRC (Hierarchy) Objects

These are the components to the PCK files. They are separated by **<object>** in the exported XML document.

Music

Attenuation

Determines the force reduction of the overall audio. It is measured by "Curves" which can be scaled by "GraphPoints" using an "Interpolator".

MusicTrack

Actual components to each individual music track. It determines the "Duration" and "TrimOffSets" of the track.

MusicSegment

Immediately following a "MusicTrack" is its "MusicSegment". It also determines the "Duration", but it establishes "Music Markers" which actuates when the track starts and ends.

MusicSequence

Contains the list of all "MusicTracks" that will play in the sequence. It determines the the "TransitionRules" and "Destination Rules" for each Music Track.

MusicSwitchContainer

Decides when the "MusicTracks" start playing. It is structured much like a "MusicSequence".

EventAction

Directly responsible for starting and stopping the music.

Event

Immediately following an "EventAction". This is the individual event that holds the ID which will start or stop.

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