

idMusicEntity

Music Entities are used to play music in the level.

Usage

```
entity {
  entityDef sound_sound_musicentity_1 {
    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_ghost_states/main_ambient"; // music state when level first loads
      initialSwitchGroup = "music_ghost_switch";
      initialSwitchState = "intro_music"; // level music
    }
  }
}
```

> This Music Entity will play ambient music from Hell on Earth.

Not all Music Entities are structured the exact same way.

The music for **Super Gore Nest**, **Mars Core**, and the **Hub** have their usage shown below:

```
entity {
  entityDef sound_sound_musicentity_2 {
    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_ghost_states/main_ambient"; // music state when level first loads
        initialSwitchGroup = "music_ghost_switch";
        initialSwitchState = "supergorenest_music"; // level music
        secondarySwitchGroup = "supergorenest_music"; // should be the same as above
        initialSecondarySwitchState = "sgn_combat_suite_1"; // music variant
    }
}
}

```

> This Music Entity will play ambient music from Super Gore Nest's first music variation.

Notes:

The .entities file will play the bottom-most Music Entity when loading the level.

Use the **setMusicState** Event Call to shift the music to its ghost states (ambient, light, heavy, etc).

You can activate different music in the same level through **activateTarget**.

Music States Per Level:

Hell on Earth:

Switch State: `intro music`

Ghost States: `main_ambient`, `main_light`, `main_heavy`, `additional_reveal`, `cine_1`, `cine_2`, `cine_3`

Exultia/Taras Nabad:

Switch State: `slayer city music`

Ghost States: `main_ambient`, `main_light`, `main_heavy`, `cine_1`, `cine_2`, `cine_3`, `cine_4`

Cultist Base:

Switch State: cultist base music

Ghost States: main_ambient, main_light, main_heavy, cine_1, cine_2

Doom Hunter Base:

Switch State: doom hunter music

Ghost States: main ambient, main light, main heavy, cine 1, cine 2, boss_phase1, boss_phase2, boss_vulnerable, cine_boss_intro, cine_boss_end

Super Gore Nest 1:

Switch State: supergorenest music

Ghost States: main ambient, main light, main_heavy, cine_1, cine_2

Secondary Switch: sgn_combat_suite_1

Super Gore Nest 2:

Switch State: supergorenest music

Ghost States: main ambient, main light, main_heavy, cine_1, cine_2

Secondary Switch: sgn_combat_suite_2

ARC Complex:

Switch State: samuelsbase music

Ghost States: main_ambient, main_light, main_heavy

Phobos:

Switch State: mars core music

Ghost States: main ambient, main light, main heavy, alt_ambient, alt_light, alt_heavy, cine 1, level_marscore_baron, escape_pod

Secondary Switch: phobos

Mars Core:

Switch State: mars core music

Ghost States: main ambient, main light, main_heavy, cine_1, level_marscore_painelemental, stinger

Secondary Switch: space

Sentinel Prime:

Switch State: gladiator music

Ghost States: cine 1, cine 2, cine 3, cine 4, boss phase1, boss phase2, boss_vulnerable, boss_end, additional_reveal, additional_levelstart

Nekravol:

Switch State: metal hell music

Ghost States: main_ambient, main_light, main_heavy

Urdak:

Switch State: maykr music

Ghost States: main ambient, main light, main heavy, cine 1, cine 2, cine 3, cine 4, boss phase1, boss_phase2, boss_vulnerable, additional_reveal, additional_levelstart

Final Sin:

Switch State: icon music

Ghost States: main ambient, main light, main heavy, cine 1, cine 2, boss phase1, boss_phase2, boss_vulnerable, boss_end, credits_start, credits_end

UAC Atlantica Facility:

Switch State: dlc1 oil rig

Ghost States: main_ambient, main_light, main_heavy, cine_1, cine_2, cine_3, cine_6, stinger

The Blood Swamps:

Switch State: dlc1 hell swamp music

Ghost States: main ambient, main_light, main_heavy, cine_1, cine_2, boss_phase1, boss_phase2

The Holt:

Switch State: dlc1 maykr city music

Ghost States: main ambient, main light, main heavy, cine 3, cine boss_intro, boss phase1, boss_phase2, boss_phase3, boss_vulnerable, boss_end, credits_end

The World Spear:

Switch State: dlc 2 spear

Ghost States: main ambient, main light, main_heavy, cine_1, cine_2, cine_3, additional_levelstart, stinger

Reclaimed Earth:

Switch State: dlc2 overgrown earth music

Ghost States: main_ambient, main_light, main_heavy

Immora/The Dark Lord:

Switch State: dlc2 tech hell music

Ghost States: main ambient, main light, main heavy, cine 1, cine 2, cine_3, boss_phase1, boss_phase2, boss_phase3, boss_end, credits_start

Hub/BFG Division:

Switch State: hub_music

Ghost States: main_ambient, main_light, main_heavy, cine_1, cine_2

Secondary Switch: hub

Blood Harvester: (unused track)

Switch State: bloodharvester_music

Ghost States: main_ambient, main_light

BATTLEMODE Music: (pvp)

Switch State: pvp

Ghost States: main_ambient, pvp_lobby, pvp_lobby_end, pvp_lobby_player_ready, pvp_lose, pvp_win, pvp_sudden_death

Classic Music: (in Slayer Tutorial)

Switch State: tutorial_switch

Ghost States: main_ambient

Revision #9

Created 8 September 2021 00:02:59 by Konvaz

Updated 24 August 2022 18:43:55 by Velser