

setMusicState

An eventCall to change the state of the specified **idMusicEntity** in an idEncounterManager.

Usage

```
item[ 0] = {
  eventCall = {
    eventDef = "setMusicState";
    args = {
      num = 3;
      item[ 0] = {
        entity = ""; // target
      }
      item[ 1] = {
        decl = {
          soundstate = ""; // stateDecl
        }
      }
      item[ 2] = {
        string = ""; // designComment
      }
    }
  }
}
```

- **target** is the **idMusicEntity** to change the state of.
- **stateDecl** is the path to the decl for the **idSoundState** you want to change it to.

Example Usage

```
item[ 0] = {
  eventCall = {
    eventDef = "setMusicState";
    args = {
```

```

    num = 3;

    item[0] = {
        entity = "sound_sound_musicentity_1"; // target
    }

    item[1] = {
        decl = {
            soundstate = "music_ghost_states/main_heavy"; // stateDecl
        }
    }

    item[2] = {
        string = "Change music state to heavy combat music"; // designComment
    }
}

```