Cueballs

gameresources\generated\decls\md6def\md6def\characters\monsters\zombie_cueball\base\zombie_cueball.md6.decl

> Cueballs should instantly explode on death.

```
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_02.md6a
nim" {
□□□event "ae_goreEnableByName" {
□□□□frame 4.7773
□□□□row 3
□□□□locked 0
□□□□string "full_body"
□□□}
□□□event "ae_startRagdoll" {
□□□□frame 0.9593
□□□□row 3
□□□□locked 0
□□□□int 0
□□□□int 0
□□□□int 0
□□□}
□□□event "ae_detonateSelf" {
□□□□frame 0.5000
□□□□row 1
□□□□locked 0
□□□□explosion ""
□□□}
□□□event "ae_radiusDamage" {
□□□□frame 0.0000
□□□□row 1
□□□□locked 0
□□□□damage "damage/ai/zombie/cueball"
□□□□string "full_body"
□□□}
```

```
	}
	anim "md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_01.md6anim" {
		event "ae_goreEnableByName" {
			frame 9.5611
			row 2
			locked 0
			string "full_body"
		}
		event "ae_startRagdoll" {
			frame 0.9593
			row 3
			locked 0
			int 0
			int 0
			int 0
		}
		event "ae_detonateSelf" {
			frame 0.5000
			row 1
			locked 0
			explosion ""
		}
		event "ae_radiusDamage" {
			frame 0.0000
			row 1
			locked 0
			damage "damage/ai/zombie/cueball"
			string "full_body"
		}
	}
	anim "md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_03.md6anim" {
		event "ae_goreEnableByName" {
			frame 0.0000
			row 4
			locked 0
			string "full_body"
		}
```

```
□□□event "ae_startRagdoll" {
□□□□frame 0.9593
□□□□row 3
□□□□locked 0
□□□□int 0
□□□□int 0
□□□□int 0
□□□}
□□□event "ae_detonateSelf" {
□□□□frame 0.5000
□□□□row 1
□□□□locked 0
□□□□explosion ""
□□□}
□□□event "ae_radiusDamage" {
□□□□frame 0.0000
□□□□row 1
□□□□locked 0
□□□□damage "damage/ai/zombie/cueball"
□□□□string "full_body"
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_04.md6a
nim" {
□□□event "ae_goreEnableByName" {
□□□□frame 0.0010
□□□□row 2
□□□□locked 0
□□□□string "full_body"
□□□}
□□□event "ae_startRagdoll" {
□□□□frame 0.9593
□□□□row 3
□□□□locked 0
□□□□int 0
□□□□int 0
□□□□int 0
□□□}
□□□event "ae_detonateSelf" {
□□□□frame 0.5000
```

□□□□row 1
□□□□locked 0
□□□□explosion ""
□□□}
□□□event "ae_radiusDamage" {
□□□□frame 0.0000
□□□□row 1
□□□□locked 0
□□□□damage "damage/ai/zombie/cueball"
□□□□string "full_body"
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_06.md6a
nim" {
□□□event "ae_goreEnableByName" {
□□□□frame 0.0010
□□□□row 2
□□□□locked 0
□□□□string "full_body"
□□□}
□□□event "ae_startRagdoll" {
□□□□frame 0.9593
□□□□row 3
□□□□locked 0
□□□□int 0
□□□□int 0
□□□□int 0
□□□}
□□□event "ae_detonateSelf" {
□□□□frame 0.5000
□□□□row 1
□□□□locked 0
□□□□explosion ""
□□□}
□□□event "ae_radiusDamage" {
□□□□frame 0.0000
□□□□row 1
□□□□locked 0
□□□□damage "damage/ai/zombie/cueball"
□□□□string "full_body"

```
		}
	}
	anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_07.md6a
nim" {
		event "ae_goreEnableByName" {
			frame 0.0010
			row 2
			locked 0
			string "full_body"
		}
		event "ae_startRagdoll" {
			frame 0.9593
			row 3
			locked 0
			int 0
			int 0
			int 0
		}
		event "ae_detonateSelf" {
			frame 0.5000
			row 1
			locked 0
			explosion ""
		}
		event "ae_radiusDamage" {
			frame 0.0000
			row 1
			locked 0
			damage "damage/ai/zombie/cueball"
			string "full_body"
		}
	}
	anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_08.md6a
nim" {
		event "ae_goreEnableByName" {
			frame 0.0010
			row 2
			locked 0
			string "full_body"
```

```
    }
    event "ae_startRagdoll" {
        frame 0.9593
        row 3
        locked 0
        int 0
        int 0
        int 0
    }
    event "ae_detonateSelf" {
        frame 0.5000
        row 1
        locked 0
        explosion ""
    }
    event "ae_radiusDamage" {
        frame 0.0000
        row 1
        locked 0
        damage "damage/ai/zombie/cueball"
        string "full_body"
    }
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_09.md6a
nim" {
    event "ae_goreEnableByName" {
        frame 0.0010
        row 2
        locked 0
        string "full_body"
    }
    event "ae_startRagdoll" {
        frame 0.9593
        row 3
        locked 0
        int 0
        int 0
        int 0
    }
    event "ae_detonateSelf" {
```

```
□□□□frame 0.5000
□□□□row 1
□□□□locked 0
□□□□explosion ""
□□□}
□□□event "ae_radiusDamage" {
□□□□frame 0.0000
□□□□row 1
□□□□locked 0
□□□□damage "damage/ai/zombie/cueball"
□□□□string "full_body"
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_10.md6a
nim" {
□□□event "ae_goreEnableByName" {
□□□□frame 0.0010
□□□□row 2
□□□□locked 0
□□□□string "full_body"
□□□}
□□□event "ae_startRagdoll" {
□□□□frame 0.9593
□□□□row 3
□□□□locked 0
□□□□int 0
□□□□int 0
□□□□int 0
□□□}
□□□event "ae_detonateSelf" {
□□□□frame 0.5000
□□□□row 1
□□□□locked 0
□□□□explosion ""
□□□}
□□□event "ae_radiusDamage" {
□□□□frame 0.0000
□□□□row 1
□□□□locked 0
□□□□damage "damage/ai/zombie/cueball"
```

□□□□string "full_body"
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_11.md6a
nim" {
□□□event "ae_goreEnableByName" {
□□□□frame 0.0010
□□□□row 2
□□□□locked 0
□□□□string "full_body"
□□□}
□□□event "ae_startRagdoll" {
□□□□frame 0.9593
□□□□row 3
□□□□locked 0
□□□□int 0
□□□□int 0
□□□□int 0
□□□}
□□□event "ae_detonateSelf" {
□□□□frame 0.5000
□□□□row 1
□□□□locked 0
□□□□explosion ""
□□□}
□□□event "ae_radiusDamage" {
□□□□frame 0.0000
□□□□row 1
□□□□locked 0
□□□□damage "damage/ai/zombie/cueball"
□□□□string "full_body"
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_12.md6a
nim" {
□□□event "ae_goreEnableByName" {
□□□□frame 0.0010
□□□□row 2
□□□□locked 0

```
		string "full_body"
	}
	event "ae_startRagdoll" {
		frame 0.9593
		row 3
		locked 0
		int 0
		int 0
		int 0
	}
	event "ae_detonateSelf" {
		frame 0.5000
		row 1
		locked 0
		explosion ""
	}
	event "ae_radiusDamage" {
		frame 0.0000
		row 1
		locked 0
		damage "damage/ai/zombie/cueball"
		string "full_body"
	}
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_13.md6a
nim" {
	event "ae_goreEnableByName" {
		frame 0.0010
		row 2
		locked 0
		string "full_body"
	}
	event "ae_startRagdoll" {
		frame 0.9593
		row 3
		locked 0
		int 0
		int 0
		int 0
	}
```

```
□□□event "ae_detonateSelf" {
□□□□frame 0.5000
□□□□row 1
□□□□locked 0
□□□□explosion ""
□□□}
□□□event "ae_radiusDamage" {
□□□□frame 0.0000
□□□□row 1
□□□□locked 0
□□□□damage "damage/ai/zombie/cueball"
□□□□string "full_body"
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_14.md6a
nim" {
□□□event "ae_goreEnableByName" {
□□□□frame 0.0010
□□□□row 2
□□□□locked 0
□□□□string "full_body"
□□□}
□□□event "ae_startRagdoll" {
□□□□frame 0.9593
□□□□row 3
□□□□locked 0
□□□□int 0
□□□□int 0
□□□□int 0
□□□}
□□□event "ae_detonateSelf" {
□□□□frame 0.5000
□□□□row 1
□□□□locked 0
□□□□explosion ""
□□□}
□□□event "ae_radiusDamage" {
□□□□frame 0.0000
□□□□row 1
□□□□locked 0
```

□□□□damage "damage/ai/zombie/cueball"
□□□□string "full_body"
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_15.md6a
nim" {
□□□event "ae_goreEnableByName" {
□□□□frame 0.0010
□□□□row 2
□□□□locked 0
□□□□string "full_body"
□□□}
□□□event "ae_startRagdoll" {
□□□□frame 0.9593
□□□□row 3
□□□□locked 0
□□□□int 0
□□□□int 0
□□□□int 0
□□□}
□□□event "ae_detonateSelf" {
□□□□frame 0.5000
□□□□row 1
□□□□locked 0
□□□□explosion ""
□□□}
□□□event "ae_radiusDamage" {
□□□□frame 0.0000
□□□□row 1
□□□□locked 0
□□□□damage "damage/ai/zombie/cueball"
□□□□string "full_body"
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_16.md6a
nim" {
□□□event "ae_goreEnableByName" {
□□□□frame 0.0010
□□□□row 2

□□□□locked 0
□□□□string "full_body"
□□□}
□□□event "ae_startRagdoll" {
□□□□frame 0.9593
□□□□row 3
□□□□locked 0
□□□□int 0
□□□□int 0
□□□□int 0
□□□}
□□□event "ae_detonateSelf" {
□□□□frame 0.5000
□□□□row 1
□□□□locked 0
□□□□explosion ""
□□□}
□□□event "ae_radiusDamage" {
□□□□frame 0.0000
□□□□row 1
□□□□locked 0
□□□□damage "damage/ai/zombie/cueball"
□□□□string "full_body"
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_17.md6a
nim" {
□□□event "ae_goreEnableByName" {
□□□□frame 0.0010
□□□□row 2
□□□□locked 0
□□□□string "full_body"
□□□}
□□□event "ae_startRagdoll" {
□□□□frame 0.9593
□□□□row 3
□□□□locked 0
□□□□int 0
□□□□int 0
□□□□int 0

□□□}
□□□event "ae_detonateSelf" {
□□□□frame 0.5000
□□□□row 1
□□□□locked 0
□□□□explosion ""
□□□}
□□□event "ae_radiusDamage" {
□□□□frame 0.0000
□□□□row 1
□□□□locked 0
□□□□damage "damage/ai/zombie/cueball"
□□□□string "full_body"
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_18.md6a
nim" {
□□□event "ae_goreEnableByName" {
□□□□frame 0.0010
□□□□row 2
□□□□locked 0
□□□□string "full_body"
□□□}
□□□event "ae_startRagdoll" {
□□□□frame 0.9593
□□□□row 3
□□□□locked 0
□□□□int 0
□□□□int 0
□□□□int 0
□□□}
□□□event "ae_detonateSelf" {
□□□□frame 0.5000
□□□□row 1
□□□□locked 0
□□□□explosion ""
□□□}
□□□event "ae_radiusDamage" {
□□□□frame 0.0000
□□□□row 1

```
		locked 0
		damage "damage/ai/zombie/cueball"
		string "full_body"
	}
}
	anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_19.md6a
nim" {
	event "ae_goreEnableByName" {
		frame 0.0010
		row 2
		locked 0
		string "full_body"
	}
	event "ae_startRagdoll" {
		frame 0.9593
		row 3
		locked 0
		int 0
		int 0
		int 0
	}
	event "ae_detonateSelf" {
		frame 0.5000
		row 1
		locked 0
		explosion ""
	}
	event "ae_radiusDamage" {
		frame 0.0000
		row 1
		locked 0
		damage "damage/ai/zombie/cueball"
		string "full_body"
	}
}
	anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_20.md6a
nim" {
	event "ae_goreEnableByName" {
		frame 0.0010
```

□□□□row 2
□□□□locked 0
□□□□string "full_body"
□□□}
□□□event "ae_startRagdoll" {
□□□□frame 0.9593
□□□□row 3
□□□□locked 0
□□□□int 0
□□□□int 0
□□□□int 0
□□□}
□□□event "ae_detonateSelf" {
□□□□frame 0.5000
□□□□row 1
□□□□locked 0
□□□□explosion ""
□□□}
□□□event "ae_radiusDamage" {
□□□□frame 0.0000
□□□□row 1
□□□□locked 0
□□□□damage "damage/ai/zombie/cueball"
□□□□string "full_body"
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_21.md6a
nim" {
□□□event "ae_goreEnableByName" {
□□□□frame 0.0010
□□□□row 2
□□□□locked 0
□□□□string "full_body"
□□□}
□□□event "ae_startRagdoll" {
□□□□frame 0.9593
□□□□row 3
□□□□locked 0
□□□□int 0
□□□□int 0

```
    int 0
  }
  event "ae_detonateSelf" {
    frame 0.5000
    row 1
    locked 0
    explosion ""
  }
  event "ae_radiusDamage" {
    frame 0.0000
    row 1
    locked 0
    damage "damage/ai/zombie/cueball"
    string "full_body"
  }
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_22.md6a
nim" {
  event "ae_goreEnableByName" {
    frame 0.0010
    row 2
    locked 0
    string "full_body"
  }
  event "ae_startRagdoll" {
    frame 0.9593
    row 3
    locked 0
    int 0
    int 0
    int 0
  }
  event "ae_detonateSelf" {
    frame 0.5000
    row 1
    locked 0
    explosion ""
  }
  event "ae_radiusDamage" {
    frame 0.0000
```

□□□□row 1
□□□□locked 0
□□□□damage "damage/ai/zombie/cueball"
□□□□string "full_body"
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_23.md6a
nim" {
□□□event "ae_goreEnableByName" {
□□□□frame 0.0010
□□□□row 2
□□□□locked 0
□□□□string "full_body"
□□□}
□□□event "ae_startRagdoll" {
□□□□frame 0.9593
□□□□row 3
□□□□locked 0
□□□□int 0
□□□□int 0
□□□□int 0
□□□}
□□□event "ae_detonateSelf" {
□□□□frame 0.5000
□□□□row 1
□□□□locked 0
□□□□explosion ""
□□□}
□□□event "ae_radiusDamage" {
□□□□frame 0.0000
□□□□row 1
□□□□locked 0
□□□□damage "damage/ai/zombie/cueball"
□□□□string "full_body"
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_back/head_v1.md6an
im" {
□□□event "ae_goreEnableByName" {

□□□□frame 0.0010
□□□□row 4
□□□□locked 0
□□□□string "full_body"
□□□}
□□□event "ae_detonateSelf" {
□□□□frame 0.5000
□□□□row 1
□□□□locked 0
□□□□explosion ""
□□□}
□□□event "ae_radiusDamage" {
□□□□frame 0.0000
□□□□row 1
□□□□locked 0
□□□□damage "damage/ai/zombie/cueball"
□□□□string "full_body"
□□□}
□□}
□□anim "md6/characters/monsters/zombie_tier1/base/motion/death/burn/burn_01.md6anim" {
□□□event "ae_goreEnableByName" {
□□□□frame 0.0010
□□□□row 5
□□□□locked 0
□□□□string "full_body"
□□□}
□□□event "ae_detonateSelf" {
□□□□frame 0.5000
□□□□row 1
□□□□locked 0
□□□□explosion ""
□□□}
□□□event "ae_radiusDamage" {
□□□□frame 0.0000
□□□□row 1
□□□□locked 0
□□□□damage "damage/ai/zombie/cueball"
□□□□string "full_body"
□□□}
□□}
□□anim "md6/characters/monsters/zombie_tier1/base/motion/death/burn/burn_02.md6anim" {

```
□□□event "ae_goreEnableByName" {
□□□□frame 0.0010
□□□□row 3
□□□□locked 0
□□□□string "full_body"
□□□}
□□□event "ae_detonateSelf" {
□□□□frame 0.5000
□□□□row 1
□□□□locked 0
□□□□explosion ""
□□□}
□□□event "ae_radiusDamage" {
□□□□frame 0.0000
□□□□row 1
□□□□locked 0
□□□□damage "damage/ai/zombie/cueball"
□□□□string "full_body"
□□□}
□□}
□□anim "md6/characters/monsters/zombie_tier1/base/motion/death/melee/forced_back_01.md6anim" {
□□□event "ae_goreEnableByName" {
□□□□frame 0.0010
□□□□row 2
□□□□locked 0
□□□□string "full_body"
□□□}
□□□event "ae_detonateSelf" {
□□□□frame 0.5000
□□□□row 1
□□□□locked 0
□□□□explosion ""
□□□}
□□□event "ae_radiusDamage" {
□□□□frame 0.0000
□□□□row 1
□□□□locked 0
□□□□damage "damage/ai/zombie/cueball"
□□□□string "full_body"
□□□}
□□}
```

```
□□anim "md6/characters/monsters/zombie_tier1/base/motion/death/melee/forced_back_02.md6anim" {
□□□event "ae_goreEnableByName" {
□□□□frame 0.0010
□□□□row 2
□□□□locked 0
□□□□string "full_body"
□□□}
□□□event "ae_detonateSelf" {
□□□□frame 0.5000
□□□□row 1
□□□□locked 0
□□□□explosion ""
□□□}
□□□event "ae_radiusDamage" {
□□□□frame 0.0000
□□□□row 1
□□□□locked 0
□□□□damage "damage/ai/zombie/cueball"
□□□□string "full_body"
□□□}
□□}
□□anim "md6/characters/monsters/zombie_tier1/base/motion/death/melee/forced_back_03.md6anim" {
□□□event "ae_goreEnableByName" {
□□□□frame 0.0010
□□□□row 2
□□□□locked 0
□□□□string "full_body"
□□□}
□□□event "ae_detonateSelf" {
□□□□frame 0.5000
□□□□row 1
□□□□locked 0
□□□□explosion ""
□□□}
□□□event "ae_radiusDamage" {
□□□□frame 0.0000
□□□□row 1
□□□□locked 0
□□□□damage "damage/ai/zombie/cueball"
□□□□string "full_body"
□□□}
```

```
	}
	anim "md6/characters/monsters/zombie_tier1/base/motion/death/melee/forced_back_04.md6anim" {
		event "ae_goreEnableByName" {
			frame 0.0010
			row 2
			locked 0
			string "full_body"
		}
		event "ae_detonateSelf" {
			frame 0.5000
			row 1
			locked 0
			explosion ""
		}
		event "ae_radiusDamage" {
			frame 0.0000
			row 1
			locked 0
			damage "damage/ai/zombie/cueball"
			string "full_body"
		}
	}
	anim "md6/characters/monsters/zombie_tier1/base/motion/death/melee/forced_back_05.md6anim" {
		event "ae_goreEnableByName" {
			frame 0.0010
			row 2
			locked 0
			string "full_body"
		}
		event "ae_detonateSelf" {
			frame 0.5000
			row 1
			locked 0
			explosion ""
		}
		event "ae_radiusDamage" {
			frame 0.0000
			row 1
			locked 0
			damage "damage/ai/zombie/cueball"
			string "full_body"
```

```
		}
	}
	anim "md6/characters/monsters/zombie_tier1/base/motion/death/melee/forced_back_06.md6anim" {
		event "ae_goreEnableByName" {
			frame 0.0010
			row 2
			locked 0
			string "full_body"
		}
		event "ae_detonateSelf" {
			frame 0.5000
			row 1
			locked 0
			explosion ""
		}
		event "ae_radiusDamage" {
			frame 0.0000
			row 1
			locked 0
			damage "damage/ai/zombie/cueball"
			string "full_body"
		}
	}
	anim "md6/characters/monsters/zombie_tier1/base/motion/death/melee/forced_back_07.md6anim" {
		event "ae_goreEnableByName" {
			frame 0.0010
			row 2
			locked 0
			string "full_body"
		}
		event "ae_detonateSelf" {
			frame 0.5000
			row 1
			locked 0
			explosion ""
		}
		event "ae_radiusDamage" {
			frame 0.0000
			row 1
			locked 0
			damage "damage/ai/zombie/cueball"
```

```
		string "full_body"
	}
}
	anim "md6/characters/monsters/zombie_tier1/base/motion/death/melee/forced_forward_01.md6anim"
	{
		event "ae_goreEnableByName" {
			frame 0.0010
			row 2
			locked 0
			string "full_body"
		}
		event "ae_detonateSelf" {
			frame 0.5000
			row 1
			locked 0
			explosion ""
		}
		event "ae_radiusDamage" {
			frame 0.0000
			row 1
			locked 0
			damage "damage/ai/zombie/cueball"
			string "full_body"
		}
	}
	anim "md6/characters/monsters/zombie_tier1/base/motion/death/melee/forced_left_01.md6anim" {
		event "ae_goreEnableByName" {
			frame 0.0010
			row 2
			locked 0
			string "full_body"
		}
		event "ae_detonateSelf" {
			frame 0.5000
			row 1
			locked 0
			explosion ""
		}
		event "ae_radiusDamage" {
			frame 0.0000
			row 1
```

```
		locked 0
		damage "damage/ai/zombie/cueball"
		string "full_body"
	}
}
	anim "md6/characters/monsters/zombie_tier1/base/motion/death/melee/forced_left_02.md6anim" {
	event "ae_goreEnableByName" {
		frame 0.0010
		row 2
		locked 0
		string "full_body"
	}
	event "ae_detonateSelf" {
		frame 0.5000
		row 1
		locked 0
		explosion ""
	}
	event "ae_radiusDamage" {
		frame 0.0000
		row 1
		locked 0
		damage "damage/ai/zombie/cueball"
		string "full_body"
	}
}
	anim "md6/characters/monsters/zombie_tier1/base/motion/death/melee/forced_right_01.md6anim" {
	event "ae_goreEnableByName" {
		frame 0.0010
		row 2
		locked 0
		string "full_body"
	}
	event "ae_detonateSelf" {
		frame 0.5000
		row 1
		locked 0
		explosion ""
	}
	event "ae_radiusDamage" {
		frame 0.0000
```

```
		row 1
		locked 0
		damage "damage/ai/zombie/cueball"
		string "full_body"
	}
}
	anim "md6/characters/monsters/zombie_tier1/base/motion/death/melee/forced_right_02.md6anim" {
	event "ae_goreEnableByName" {
		frame 0.0010
		row 2
		locked 0
		string "full_body"
	}
	event "ae_detonateSelf" {
		frame 0.5000
		row 1
		locked 0
		explosion ""
	}
	event "ae_radiusDamage" {
		frame 0.0000
		row 1
		locked 0
		damage "damage/ai/zombie/cueball"
		string "full_body"
	}
}
	anim "md6/characters/monsters/zombie_tier1/base/motion/death/melee/forced_right_03.md6anim" {
	event "ae_goreEnableByName" {
		frame 0.0010
		row 2
		locked 0
		string "full_body"
	}
	event "ae_detonateSelf" {
		frame 0.5000
		row 1
		locked 0
		explosion ""
	}
	event "ae_radiusDamage" {
```

□□□□frame 0.0000
□□□□row 1
□□□□locked 0
□□□□damage "damage/ai/zombie/cueball"
□□□□string "full_body"
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_back/lower_body_01.md6
anim" {
□□□event "ae_goreEnableByName" {
□□□□frame 0.0010
□□□□row 2
□□□□locked 0
□□□□string "full_body"
□□□}
□□□event "ae_startRagdoll" {
□□□□frame 1.1319
□□□□row 3
□□□□locked 0
□□□□int 0
□□□□int 0
□□□□int 0
□□□}
□□□event "ae_detonateSelf" {
□□□□frame 0.5000
□□□□row 1
□□□□locked 0
□□□□explosion ""
□□□}
□□□event "ae_radiusDamage" {
□□□□frame 0.0000
□□□□row 1
□□□□locked 0
□□□□damage "damage/ai/zombie/cueball"
□□□□string "full_body"
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_back/lower_body_inplac
e_01.md6anim" {

```
□□□event "ae_goreEnableByName" {
□□□□frame 0.0000
□□□□row 2
□□□□locked 0
□□□□string "full_body"
□□□}
□□□event "ae_startRagdoll" {
□□□□frame 1.0084
□□□□row 4
□□□□locked 0
□□□□int 0
□□□□int 0
□□□□int 0
□□□}
□□□event "ae_detonateSelf" {
□□□□frame 0.5000
□□□□row 1
□□□□locked 0
□□□□explosion ""
□□□}
□□□event "ae_radiusDamage" {
□□□□frame 0.0000
□□□□row 1
□□□□locked 0
□□□□damage "damage/ai/zombie/cueball"
□□□□string "full_body"
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_back/lower_body_inplac
e_02.md6anim" {
□□□event "ae_goreEnableByName" {
□□□□frame 0.0010
□□□□row 2
□□□□locked 0
□□□□string "full_body"
□□□}
□□□event "ae_startRagdoll" {
□□□□frame 1.0431
□□□□row 3
□□□□locked 0
```

□□□□int 0
□□□□int 0
□□□□int 0
□□□}
□□□event "ae_detonateSelf" {
□□□□frame 0.5000
□□□□row 1
□□□□locked 0
□□□□explosion ""
□□□}
□□□event "ae_radiusDamage" {
□□□□frame 0.0000
□□□□row 1
□□□□locked 0
□□□□damage "damage/ai/zombie/cueball"
□□□□string "full_body"
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_back/upper_body_01.md6
anim" {
□□□event "ae_goreEnableByName" {
□□□□frame 0.0010
□□□□row 2
□□□□locked 0
□□□□string "full_body"
□□□}
□□□event "ae_startRagdoll" {
□□□□frame 1.0181
□□□□row 3
□□□□locked 0
□□□□int 0
□□□□int 0
□□□□int 0
□□□}
□□□event "ae_detonateSelf" {
□□□□frame 0.5000
□□□□row 1
□□□□locked 0
□□□□explosion ""
□□□}

```
□□□event "ae_radiusDamage" {
□□□□frame 0.0000
□□□□row 1
□□□□locked 0
□□□□damage "damage/ai/zombie/cueball"
□□□□string "full_body"
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_back/upper_body_inplac
e_01.md6anim" {
□□□event "ae_goreEnableByName" {
□□□□frame 0.0010
□□□□row 2
□□□□locked 0
□□□□string "full_body"
□□□}
□□□event "ae_startRagdoll" {
□□□□frame 1.1154
□□□□row 3
□□□□locked 0
□□□□int 0
□□□□int 0
□□□□int 0
□□□}
□□□event "ae_detonateSelf" {
□□□□frame 0.5000
□□□□row 1
□□□□locked 0
□□□□explosion ""
□□□}
□□□event "ae_radiusDamage" {
□□□□frame 0.0000
□□□□row 1
□□□□locked 0
□□□□damage "damage/ai/zombie/cueball"
□□□□string "full_body"
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/chest_01.md6anim
```

```
" {
□□□event "ae_goreEnableByName" {
□□□□frame 0.0010
□□□□row 2
□□□□locked 0
□□□□string "full_body"
□□□}
□□□event "ae_startRagdoll" {
□□□□frame 1.0273
□□□□row 3
□□□□locked 0
□□□□int 0
□□□□int 0
□□□□int 0
□□□}
□□□event "ae_detonateSelf" {
□□□□frame 0.5000
□□□□row 1
□□□□locked 0
□□□□explosion ""
□□□}
□□□event "ae_radiusDamage" {
□□□□frame 0.0000
□□□□row 1
□□□□locked 0
□□□□damage "damage/ai/zombie/cueball"
□□□□string "full_body"
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/chest_in_place_0
1.md6anim" {
□□□event "ae_goreEnableByName" {
□□□□frame 0.0010
□□□□row 2
□□□□locked 0
□□□□string "full_body"
□□□}
□□□event "ae_startRagdoll" {
□□□□frame 1.0660
□□□□row 3
```

```
□□□□locked 0
□□□□int 0
□□□□int 0
□□□□int 0
□□□}
□□□event "ae_detonateSelf" {
□□□□frame 0.5000
□□□□row 1
□□□□locked 0
□□□□explosion ""
□□□}
□□□event "ae_radiusDamage" {
□□□□frame 0.0000
□□□□row 1
□□□□locked 0
□□□□damage "damage/ai/zombie/cueball"
□□□□string "full_body"
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/fall_cycle_01.md
6anim" {
□□□event "ae_goreEnableByName" {
□□□□frame 0.0010
□□□□row 0
□□□□locked 0
□□□□string "full_body"
□□□}
□□□event "ae_detonateSelf" {
□□□□frame 0.5000
□□□□row 1
□□□□locked 0
□□□□explosion ""
□□□}
□□□event "ae_radiusDamage" {
□□□□frame 0.0000
□□□□row 1
□□□□locked 0
□□□□damage "damage/ai/zombie/cueball"
□□□□string "full_body"
□□□}
```

```
	}
	anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/gut_01.md6anim"
{
		event "ae_goreEnableByName" {
			frame 0.0010
			row 2
			locked 0
			string "full_body"
		}
		event "ae_startRagdoll" {
			frame 1.0570
			row 3
			locked 0
			int 0
			int 0
			int 0
		}
		event "ae_detonateSelf" {
			frame 0.5000
			row 1
			locked 0
			explosion ""
		}
		event "ae_radiusDamage" {
			frame 0.0000
			row 1
			locked 0
			damage "damage/ai/zombie/cueball"
			string "full_body"
		}
	}
	anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/gut_inplace_01.m
d6anim" {
		event "ae_goreEnableByName" {
			frame 0.0010
			row 2
			locked 0
			string "full_body"
		}
```

```
□□□event "ae_startRagdoll" {
□□□□frame 1.0996
□□□□row 3
□□□□locked 0
□□□□int 0
□□□□int 0
□□□□int 0
□□□}
□□□event "ae_detonateSelf" {
□□□□frame 0.5000
□□□□row 1
□□□□locked 0
□□□□explosion ""
□□□}
□□□event "ae_radiusDamage" {
□□□□frame 0.0000
□□□□row 1
□□□□locked 0
□□□□damage "damage/ai/zombie/cueball"
□□□□string "full_body"
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/left_arm_01.md6a
nim" {
□□□event "ae_goreEnableByName" {
□□□□frame 0.0010
□□□□row 2
□□□□locked 0
□□□□string "full_body"
□□□}
□□□event "ae_startRagdoll" {
□□□□frame 1.1506
□□□□row 3
□□□□locked 0
□□□□int 0
□□□□int 0
□□□□int 0
□□□}
□□□event "ae_detonateSelf" {
□□□□frame 0.5000
```

□□□□row 1
□□□□locked 0
□□□□explosion ""
□□□}
□□□event "ae_radiusDamage" {
□□□□frame 0.0000
□□□□row 1
□□□□locked 0
□□□□damage "damage/ai/zombie/cueball"
□□□□string "full_body"
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/left_arm_in_plac
e_01.md6anim" {
□□□event "ae_goreEnableByName" {
□□□□frame 0.0010
□□□□row 2
□□□□locked 0
□□□□string "full_body"
□□□}
□□□event "ae_startRagdoll" {
□□□□frame 0.9798
□□□□row 3
□□□□locked 0
□□□□int 0
□□□□int 0
□□□□int 0
□□□}
□□□event "ae_detonateSelf" {
□□□□frame 0.5000
□□□□row 1
□□□□locked 0
□□□□explosion ""
□□□}
□□□event "ae_radiusDamage" {
□□□□frame 0.0000
□□□□row 1
□□□□locked 0
□□□□damage "damage/ai/zombie/cueball"
□□□□string "full_body"

```
		}
	}
	anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/left_leg_01.md6a
nim" {
		event "ae_goreEnableByName" {
			frame 0.0010
			row 2
			locked 0
			string "full_body"
		}
		event "ae_startRagdoll" {
			frame 1.1107
			row 3
			locked 0
			int 0
			int 0
			int 0
		}
		event "ae_detonateSelf" {
			frame 0.5000
			row 1
			locked 0
			explosion ""
		}
		event "ae_radiusDamage" {
			frame 0.0000
			row 1
			locked 0
			damage "damage/ai/zombie/cueball"
			string "full_body"
		}
	}
	anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/left_leg_inplace
_01.md6anim" {
		event "ae_goreEnableByName" {
			frame 0.0010
			row 2
			locked 0
			string "full_body"
```

```
		}
		event "ae_startRagdoll" {
			frame 1.0445
			row 3
			locked 0
			int 0
			int 0
			int 0
		}
		event "ae_detonateSelf" {
			frame 0.5000
			row 1
			locked 0
			explosion ""
		}
		event "ae_radiusDamage" {
			frame 0.0000
			row 1
			locked 0
			damage "damage/ai/zombie/cueball"
			string "full_body"
		}
	}
	anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/right_arm_01.md6
anim" {
		event "ae_goreEnableByName" {
			frame 0.0010
			row 2
			locked 0
			string "full_body"
		}
		event "ae_startRagdoll" {
			frame 1.2033
			row 3
			locked 0
			int 0
			int 0
			int 0
		}
		event "ae_detonateSelf" {
```

□□□□frame 0.5000
□□□□row 1
□□□□locked 0
□□□□explosion ""
□□□}
□□□event "ae_radiusDamage" {
□□□□frame 0.0000
□□□□row 1
□□□□locked 0
□□□□damage "damage/ai/zombie/cueball"
□□□□string "full_body"
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/right_arm_inplac
e_01.md6anim" {
□□□event "ae_goreEnableByName" {
□□□□frame 0.0010
□□□□row 2
□□□□locked 0
□□□□string "full_body"
□□□}
□□□event "ae_startRagdoll" {
□□□□frame 1.2044
□□□□row 3
□□□□locked 0
□□□□int 0
□□□□int 0
□□□□int 0
□□□}
□□□event "ae_detonateSelf" {
□□□□frame 0.5000
□□□□row 1
□□□□locked 0
□□□□explosion ""
□□□}
□□□event "ae_radiusDamage" {
□□□□frame 0.0000
□□□□row 1
□□□□locked 0
□□□□damage "damage/ai/zombie/cueball"

```
		string "full_body"
	}
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/right_leg_01.md6
anim" {
	event "ae_goreEnableByName" {
		frame 0.0010
		row 2
		locked 0
		string "full_body"
	}
	event "ae_startRagdoll" {
		frame 1.0672
		row 3
		locked 0
		int 0
		int 0
		int 0
	}
	event "ae_detonateSelf" {
		frame 0.5000
		row 1
		locked 0
		explosion ""
	}
	event "ae_radiusDamage" {
		frame 0.0000
		row 1
		locked 0
		damage "damage/ai/zombie/cueball"
		string "full_body"
	}
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/right_leg_inplac
e_01.md6anim" {
	event "ae_goreEnableByName" {
		frame 0.0010
		row 2
		locked 0
```

```
		string "full_body"
	}
	event "ae_startRagdoll" {
		frame 1.0552
		row 3
		locked 0
		int 0
		int 0
		int 0
	}
	event "ae_detonateSelf" {
		frame 0.5000
		row 1
		locked 0
		explosion ""
	}
	event "ae_radiusDamage" {
		frame 0.0000
		row 1
		locked 0
		damage "damage/ai/zombie/cueball"
		string "full_body"
	}
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/upper_body.md6an
im" {
	event "ae_goreEnableByName" {
		frame 0.0010
		row 2
		locked 0
		string "full_body"
	}
	event "ae_startRagdoll" {
		frame 1.0677
		row 3
		locked 0
		int 0
		int 0
		int 0
	}
```

```
□□□event "ae_detonateSelf" {
□□□□frame 0.5000
□□□□row 1
□□□□locked 0
□□□□explosion ""
□□□}
□□□event "ae_radiusDamage" {
□□□□frame 0.0000
□□□□row 1
□□□□locked 0
□□□□damage "damage/ai/zombie/cueball"
□□□□string "full_body"
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_left/lower_body_01.md6
anim" {
□□□event "ae_goreEnableByName" {
□□□□frame 0.0010
□□□□row 2
□□□□locked 0
□□□□string "full_body"
□□□}
□□□event "ae_startRagdoll" {
□□□□frame 1.0997
□□□□row 3
□□□□locked 0
□□□□int 0
□□□□int 0
□□□□int 0
□□□}
□□□event "ae_detonateSelf" {
□□□□frame 0.5000
□□□□row 1
□□□□locked 0
□□□□explosion ""
□□□}
□□□event "ae_radiusDamage" {
□□□□frame 0.0000
□□□□row 1
□□□□locked 0
```

□□□□damage "damage/ai/zombie/cueball"
□□□□string "full_body"
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_left/lower_body_inplac
e_01.md6anim" {
□□□event "ae_goreEnableByName" {
□□□□frame 0.0010
□□□□row 2
□□□□locked 0
□□□□string "full_body"
□□□}
□□□event "ae_startRagdoll" {
□□□□frame 1.0498
□□□□row 3
□□□□locked 0
□□□□int 0
□□□□int 0
□□□□int 0
□□□}
□□□event "ae_detonateSelf" {
□□□□frame 0.5000
□□□□row 1
□□□□locked 0
□□□□explosion ""
□□□}
□□□event "ae_radiusDamage" {
□□□□frame 0.0000
□□□□row 1
□□□□locked 0
□□□□damage "damage/ai/zombie/cueball"
□□□□string "full_body"
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_left/upper_body_01.md6
anim" {
□□□event "ae_goreEnableByName" {
□□□□frame 0.0010
□□□□row 2

□□□□locked 0
□□□□string "full_body"
□□□}
□□□event "ae_startRagdoll" {
□□□□frame 1.1645
□□□□row 3
□□□□locked 0
□□□□int 0
□□□□int 0
□□□□int 0
□□□}
□□□event "ae_detonateSelf" {
□□□□frame 0.5000
□□□□row 1
□□□□locked 0
□□□□explosion ""
□□□}
□□□event "ae_radiusDamage" {
□□□□frame 0.0000
□□□□row 1
□□□□locked 0
□□□□damage "damage/ai/zombie/cueball"
□□□□string "full_body"
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_left/upper_body_inplac
e_01.md6anim" {
□□□event "ae_goreEnableByName" {
□□□□frame 0.0010
□□□□row 2
□□□□locked 0
□□□□string "full_body"
□□□}
□□□event "ae_startRagdoll" {
□□□□frame 1.2243
□□□□row 3
□□□□locked 0
□□□□int 0
□□□□int 0
□□□□int 0

```
	}
	event "ae_detonateSelf" {
		frame 0.5000
		row 1
		locked 0
		explosion ""
	}
	event "ae_radiusDamage" {
		frame 0.0000
		row 1
		locked 0
		damage "damage/ai/zombie/cueball"
		string "full_body"
	}
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_right/lower_body_01.md
6anim" {
	event "ae_goreEnableByName" {
		frame 0.0010
		row 2
		locked 0
		string "full_body"
	}
	event "ae_startRagdoll" {
		frame 1.2042
		row 3
		locked 0
		int 0
		int 0
		int 0
	}
	event "ae_detonateSelf" {
		frame 0.5000
		row 1
		locked 0
		explosion ""
	}
	event "ae_radiusDamage" {
		frame 0.0000
		row 1
```

```
		locked 0
		damage "damage/ai/zombie/cueball"
		string "full_body"
	}
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_right/lower_body_inpla
ce_01.md6anim" {
	event "ae_goreEnableByName" {
		frame 0.0010
		row 2
		locked 0
		string "full_body"
	}
	event "ae_startRagdoll" {
		frame 1.2755
		row 3
		locked 0
		int 0
		int 0
		int 0
	}
	event "ae_detonateSelf" {
		frame 0.5000
		row 1
		locked 0
		explosion ""
	}
	event "ae_radiusDamage" {
		frame 0.0000
		row 1
		locked 0
		damage "damage/ai/zombie/cueball"
		string "full_body"
	}
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_right/upper_body_01.md
6anim" {
	event "ae_goreEnableByName" {
		frame 0.0010
```

□□□□row 2
□□□□locked 0
□□□□string "full_body"
□□□}
□□□event "ae_startRagdoll" {
□□□□frame 1.1280
□□□□row 3
□□□□locked 0
□□□□int 0
□□□□int 0
□□□□int 0
□□□}
□□□event "ae_detonateSelf" {
□□□□frame 0.5000
□□□□row 1
□□□□locked 0
□□□□explosion ""
□□□}
□□□event "ae_radiusDamage" {
□□□□frame 0.0000
□□□□row 1
□□□□locked 0
□□□□damage "damage/ai/zombie/cueball"
□□□□string "full_body"
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_right/upper_body_inpla
ce_01.md6anim" {
□□□event "ae_goreEnableByName" {
□□□□frame 0.0010
□□□□row 2
□□□□locked 0
□□□□string "full_body"
□□□}
□□□event "ae_startRagdoll" {
□□□□frame 1.0916
□□□□row 3
□□□□locked 0
□□□□int 0
□□□□int 0

```
□□□□int 0
□□□}
□□□event "ae_detonateSelf" {
□□□□frame 0.5000
□□□□row 1
□□□□locked 0
□□□□explosion ""
□□□}
□□□event "ae_radiusDamage" {
□□□□frame 0.0000
□□□□row 1
□□□□locked 0
□□□□damage "damage/ai/zombie/cueball"
□□□□string "full_body"
□□□}
□□}
```

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