

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.md6anim" {
    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.md6a
nim" {
    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.md6a
nim" {
    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.md6anim" {
    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.md6anim" {
    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.md6anim" {
    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_inplace_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_place_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.md6anim" {
    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_inplace_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.md6anim" {
        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_inplace_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"
    }
}
```

Revision #3

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