

Music

Event Call

```
item[ 0] = {
  eventCall = {
    eventDef = "activateTarget";
    args = {
      num = 2;
      item[ 0] = {
        entity = "heavy_music_timeline_1";
      }
      item[1] = {
        string = "activate heavy music";
      }
    }
  }
}
```

Entities

```
entity {
  entityDef heavy_music_timeline_1 {
    inherit = "target/timeline";
    class = "idTarget_Timeline";
    expandInheritance = false;
    poolCount = 0;
    poolGranularity = 2;
    networkReplicated = true;
    disableAIPooling = false;
    edit = {
      flags = {
        noFlood = true;
      }
      networkSerializeTransforms = false;
      spawnPosition = {
```

```

    x = 1;
    y = 1;
    z = 1;
  }
  componentTimeLine = {
    entityEvents = {
      hum = 1;
      item[ 0] = {
        entity = "heavy_music_relay_1";
        events = {
          hum = 2;
          item[ 0] = {
            eventTime = 250;
            eventCall = {
              eventDef = "activate";
              args = {
                hum = 1;
                item[ 0] = {
                  entity = "";
                }
              }
            }
          }
        }
      }
    }
    allowOnClients = true;
    allowClientsToStart = true;
    renderModelInfo = {
      scale = {
        x = 1;
        y = 1;
        z = 1;
      }
    }
  }
}

```

```

entity {
  entityDef heavy_music_relay_1 {
    inherit = "target/relay";
    class = "idTarget_Count";
    expandInheritance = false;
    poolCount = 0;
    poolGranularity = 2;
    networkReplicated = false;
    disableAIPooling = false;
    edit = {
      flags = {
        noFlood = true;
      }
      networkSerializeTransforms = false;
      count = 1;
      spawnPosition = {
        x = 1;
        y = 1;
        z = 1;
      }
      targets = {
        num = 1;
        item[0] = "heavy_music_1";
      }
      repeat = true;
    }
  }
}

```

```

entity {
  entityDef heavy_music_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_heavy";
initialSwitchGroup = "music_ghost_switch";
initialSwitchState = "doom_hunter_music";
}
}
```

Revision #3

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