

```
<sequence id=0>
  <event tick="0" id="1"
    marker="Foo Bar">
    <address class="delay"
      attribute="time"/>
    <value>400</value>
  </event>
  <!-- we deleted event id="2"
    at some point -->
  <event tick="0" id="3"
    marker="">
    <!-- this goes to 'another'
      player -->
    <address class="player"
      attribute="play"/>
    <value>1</value>
  </event>
  <event tick="100" id="4"
    marker="Baz Bam">
    <address class="delay"
      attribute="time"/>
    <value>800</value>
  </event>
</sequence>
```