Looperwave.gif - general level music; loops

Chill\_Outer\_Loops.png - menu/credits music; loops

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Checkpoint - triggered when player activates checkpoint

Collect - triggered when player collects a key

Door\_open - triggered when a door is opened

Gadget\_lock - triggered when the player locks into one of those gadget things (idk what they’re called)

Gadget\_shot - triggered when the player jumps from the gadget thingy

Goal - triggered when the player reaches the goal

Key\_use - triggered each time the player uses a key on a door

Player\_death - triggered when you dead

Player\_jump - triggered when you jump

Player\_respawn - triggered when you alive again

Ui\_select - triggered when you hit button on menu

#triggered