

# Animations window

Use this window to add animations to your entity.



- Animations
  - **Add:** Creates a new animation
  - **Remove:** Removes the currently selected animation.
- Animation Data
  - **Name:** Name for the animation.
  - **File:** .dae\_anim file containing the actual animation data.
  - **Speed:**
  - **Special Event Time:**
  - Events
    - **Add:** Creates a new event.
    - **Rem:** Removes the currently selected event.
    - **Time:** When in the animation playtime the event will trigger.
    - **Type:** Type of the event
    - **Value:** Extra data for the event.

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