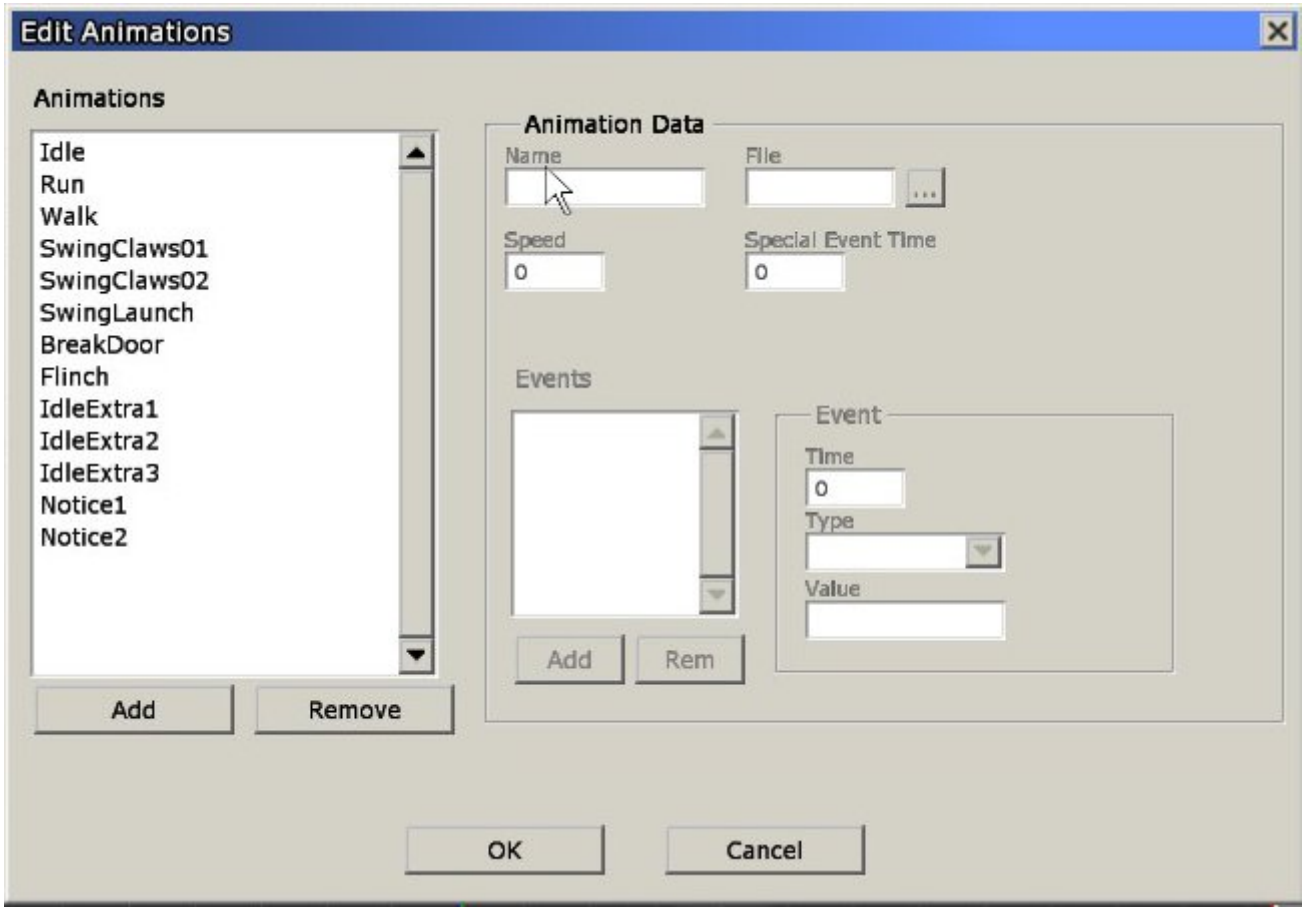
Animations window

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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