

# Animated Models

(WIP PAGE ON ANIMATED MODELS USED IN PAYDAY 2)

## Page Notes:

- Animations missing X Y or Z rotations dont seem to work properly. (tested on 32-Bit Floats with Discard)
  - Animations missing X Y or Z loations work fine.
  - Animations using scale likely dont work.

## Importing Animations

wip

## Exporting Animations

wip

## Building an animated model

wip

Object File Portion:

```
<!--Storing and Grouping Animations-->
<animations>
  <animation_group name="animation_group_name">
    <object name="anim_part_a" />
    <object name="anim_part_b" />
```

```

</animation_group>
</animations>

<!--Collision/Hitboxes-->
<bodies>
<body name="body_anim_part_a" enabled="true" template="animated">
  <object name="anim_part_a" />
  <object name="c_c" collision_type="box" padding="-2.5"/>
</body>
</bodies>

```

# Sequence Manager

`animation_group` is the type of sequence you want to play animations in the model.

- enabled: Is it playing or paused (true/false)
- name: The animation group name you want to use ("string")
- from: The start of where you are playing
- to: where you want to end (not using this will make it continue until the end of the animation)

Example:

```

<sequence editable_state="true" name=""play_animation"" triggable="true">
  <animation_group enabled="true" name=""animation_group_name"" from="0/30" to="20/30"/>
</sequence>

```

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