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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