Use this	window to	b add	animations	to your	entity.
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Animations window

Idle Run Walk SwingClaws01 SwingClaws02 SwingLaunch	Animation Data Name File Speed Special Event Time O
BreakDoor Flinch IdleExtra1 IdleExtra2 IdleExtra3 Notice1 Notice2	Events Event Time O Type Value Value
Add Rem	Add Rem

- 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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