**Enmaniac Game Engine**

**Resource Manager XML API**

**documentation**

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# Enmaniac Game Engine

blabla

# Resource Manager

Bla bla

# XML API

Bla bla

## Material

<material>

### Attributes

|  |  |  |
| --- | --- | --- |
| Name | Type | Notes |
| name | String |  |
| src-blend | String |  |
| dst-blend | String |  |
| diffuse-color | Vector4 |  |
| ambient-color | Vector4 |  |
| specular-color | Vector4 |  |
| emission-color | Vector4 |  |
| shininess | Float |  |

Table : Material attributes

### Nodes

<pass>

|  |  |  |
| --- | --- | --- |
| Name | Type | Notes |
| src-blend | String |  |
| dst-blend | String |  |
| diffuse-color | Vector4 |  |
| ambient-color | Vector4 |  |
| specular-color | Vector4 |  |
| emission-color | Vector4 |  |
| shininess | Float |  |

Table : Material:Pass attributes

<texture>

|  |  |  |
| --- | --- | --- |
| Name | Type | Notes |
| name | String |  |
| rect | Rectf |  |
| env-mode | String |  |
| manual | Bool |  |

Table : Material:Texture attributes

## Imaged Animation

<imaged-animation>

### Attributes

|  |  |  |
| --- | --- | --- |
| Name | Type | Notes |
| name | String |  |
| duration | Time | in seconds |

Table 4: ImagedAnimation attributes

### Nodes

<object>

|  |  |  |
| --- | --- | --- |
| Name | Type | Notes |
| id | Integer |  |
| material | String |  |
| translate | Vector2f | in pixels |
| scale | Vector2f | normalized |
| skew | Vector2f | in radians |

Table 5: ImagedAnimation:Object attributes

<frame>

|  |  |  |
| --- | --- | --- |
| Name | Type | Notes |
| name | String |  |
| fps | Integer |  |
| frame-count | Integer |  |

Table 6: ImagedAnimation:Frame attributes

<action>

|  |  |  |
| --- | --- | --- |
| Name | Type | Notes |
| object-id | Integer |  |
| queue | Integer |  |
| translate | Vector2f | in pixels |
| scale | Vector2f | normalized |
| skew | Vector2f | in radians |

Table 7: ImagedAnimation:Frame:Action attributes

## Texture

<texture>

### Attributes

|  |  |  |
| --- | --- | --- |
| Name | Type | Notes |
| name | String |  |
| path | String |  |
| type | String |  |
| min-filter | String |  |
| mag-filter | String |  |
| mode-s | String |  |
| mode-t | String |  |

Table 8: Texture attributes

### Nodes

None.