Animation (RAGE tools)

```
public class myGame extends VariableFrameRateGame
  import static ray.rage.scene.SkeletalEntity.EndType.*;
  protected void setupScene(Engine eng, SceneManager sm)
                                     throws IOException
  { // load skeletal entity - in this case it is an avatar
    SkeletalEntity manSE =
         sm.createSkeletalEntity("manAv", "man.rkm", "man.rks");
    Texture tex = sm.getTextureManager().getAssetByPath("man.jpg");
    TextureState tstate = (TextureState) sm.getRenderSystem()
                   .createRenderState(RenderState.Type.TEXTURE);
    tstate.setTexture(tex);
    manSE.setRenderState(tstate);
    // attach the entity to a scene node
    SceneNode manN =
         sm.getRootSceneNode().createChildSceneNode("manNode");
    manN.attachObject(manSE);
    manN.scale(0.1f, 0.1f, 0.1f);
    manN.translate(0, 0.5f, 0);
    // load animations
    manSE.loadAnimation("walkAnimation", "walk.rka");
    manSE.loadAnimation("waveAnimation", "wave.rka");
  }
  protected void update(Engine engine)
  { ...
    // update the animation
    SkeletalEntity manSE =
       (SkeletalEntity) engine.getSceneManager().getEntity("manAv");
    manSE.update();
  }
  // play animations
  private void doTheWave()
  { SkeletalEntity manSE =
       (SkeletalEntity) engine.getSceneManager().getEntity("manAv");
    manSE.stopAnimation();
    manSE.playAnimation("waveAnimation", 0.5f, LOOP, 0);
  }
  private void doTheWalk()
  { SkeletalEntity manSE =
       (SkeletalEntity) engine.getSceneManager().getEntity("manAv");
    manSE.stopAnimation();
    manSE.playAnimation("walkAnimation", 0.5f, LOOP, 0);
  }
}
```