

Ratimations Guide

Handy video I hope: <https://www.youtube.com/watch?v=KiSZ6J0VqS8>

Run: frames 0 - 17

Jump: frames 20 - 32

Idle: frames 71 - 130

Throw: frames 142 - 148

Hold: frame 142 - 142

Run/hold: frame 161 - 178

note: not sure how the hold animation is going to work because it's more of a state than an animation. If you were to put in the frames as frame 142 - 142 I think that might work but I'm not sure. If that doesn't work then maybe 142 - 143.