Animation *(RAGE tools)*

```
. . .

public class myGame extends VariableFrameRateGame
{
   . . .
   import static ray.rage.scene.SkeletalEntity.EndType.*;
   . . .
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   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);
   }

   . . .

}
```