//cloud

ani = new CAnimation(100);

ani->Add(2001);

animations->Add(100, ani);

//bat blue

ani = new CAnimation(100);

ani->Add(2002);

ani->Add(2003);

animations->Add(101, ani);

//start button 1

ani = new CAnimation(100);

ani->Add(2004);

animations->Add(102, ani);

//start button 2

ani = new CAnimation(100);

ani->Add(2005);

ani->Add(2004);

animations->Add(103, ani);

//catle cinematic 1

ani = new CAnimation(100);

ani->Add(1001);

ani->Add(1002);

ani->Add(1003);

ani->Add(1004);

ani->Add(1005);

ani->Add(1006);

ani->Add(1007);

ani->Add(1008);

ani->Add(1009);

ani->Add(1010);

ani->Add(1011);

ani->Add(1012);

ani->Add(1013);

ani->Add(1014);

ani->Add(1015);

ani->Add(1016);

animations->Add(104, ani);

//catle cinematic 2

ani = new CAnimation(70);

ani->Add(1013);

ani->Add(1014);

ani->Add(1015);

ani->Add(1016);

animations->Add(105, ani);

//door

ani = new CAnimation(200);

ani->Add(30001);

ani->Add(30002);

ani->Add(30003);

animations->Add(200, ani);

ani = new CAnimation(200);

ani->Add(30003);

ani->Add(30002);

ani->Add(30001);

animations->Add(201, ani);

ani = new CAnimation(100);

ani->Add(30003);

animations->Add(202, ani);

ani = new CAnimation(100);

ani->Add(30001);

animations->Add(203, ani);

//weapon

ani = new CAnimation(200); // weapon1 right

ani->Add(40001);

ani->Add(40002);

ani->Add(40003);

animations->Add(300, ani);

ani = new CAnimation(200); // weapon1 left

ani->Add(41001);

ani->Add(41002);

ani->Add(41003);

animations->Add(301, ani);

ani = new CAnimation(200); // weapon2 right

ani->Add(40004);

ani->Add(40005);

ani->Add(40006);

animations->Add(302, ani);

ani = new CAnimation(200); // weapon2 left

ani->Add(41004);

ani->Add(41005);

ani->Add(41006);

animations->Add(303, ani);

ani = new CAnimation(50); // weapon3 right-1

ani->Add(40007);

ani->Add(40008);

ani->Add(40009);

ani->Add(40010);

animations->Add(304, ani);

ani = new CAnimation(50); // weapon3 right-2

ani->Add(40011);

ani->Add(40012);

ani->Add(40013);

ani->Add(40014);

animations->Add(305, ani);

ani = new CAnimation(50); // weapon3 right-3

ani->Add(40015);

ani->Add(40016);

ani->Add(40017);

ani->Add(40018);

animations->Add(306, ani);

ani = new CAnimation(50); // weapon3 left-1

ani->Add(41007);

ani->Add(41008);

ani->Add(41009);

ani->Add(41010);

animations->Add(307, ani);

ani = new CAnimation(50); // weapon3 left-2

ani->Add(41011);

ani->Add(41012);

ani->Add(41013);

ani->Add(41014);

animations->Add(308, ani);

ani = new CAnimation(50); // weapon3 left-3

ani->Add(41015);

ani->Add(41016);

ani->Add(41017);

ani->Add(41018);

animations->Add(309, ani);

//subweapon

ani = new CAnimation(200); // subweapon1 right

ani->Add(80001);

animations->Add(310, ani);

ani = new CAnimation(200); // subweapon1 left

ani->Add(81001);

animations->Add(311, ani);

ani = new CAnimation(50); // subweapon2 right

ani->Add(80002);

ani->Add(80003);

ani->Add(80004);

ani->Add(80005);

animations->Add(312, ani);

ani = new CAnimation(50); // subweapon2 left

ani->Add(81002);

ani->Add(81003);

ani->Add(81004);

ani->Add(81005);

animations->Add(313, ani);

ani = new CAnimation(50); // subweapon3 right

ani->Add(80006);

ani->Add(80007);

ani->Add(80008);

animations->Add(314, ani);

ani = new CAnimation(50); // subweapon3 left

ani->Add(81006);

ani->Add(81007);

ani->Add(81008);

animations->Add(315, ani);

ani = new CAnimation(200); // subweapono4 right

ani->Add(81009);

animations->Add(316, ani);

ani = new CAnimation(200); // subweapon4 left

ani->Add(81009);

animations->Add(317, ani);

//ghoul

ani = new CAnimation(100); // ghoul right

ani->Add(90001);

ani->Add(90002);

animations->Add(318, ani);

ani = new CAnimation(100); // ghoul left

ani->Add(91001);

ani->Add(91002);

animations->Add(319, ani);

//panther

ani = new CAnimation(100); // panther idle right

ani->Add(90003);

animations->Add(321, ani);

ani = new CAnimation(100); // panther idle left

ani->Add(91003);

animations->Add(322, ani);

ani = new CAnimation(70); // panther run right

ani->Add(90004);

ani->Add(90005);

ani->Add(90006);

animations->Add(323, ani);

ani = new CAnimation(70); // panther run left

ani->Add(91004);

ani->Add(91005);

ani->Add(91006);

animations->Add(324, ani);

ani = new CAnimation(300); // panther jump right

ani->Add(90005);

animations->Add(325, ani);

ani = new CAnimation(300); // panther jump left

ani->Add(91005);

animations->Add(326, ani);

//bat red

ani = new CAnimation(150); // bat red right

ani->Add(90007);

ani->Add(90008);

ani->Add(90009);

ani->Add(90010);

animations->Add(327, ani);

ani = new CAnimation(150); // bat red lef

ani->Add(91007);

ani->Add(91008);

ani->Add(91009);

ani->Add(91010);

animations->Add(328, ani);

//fishmen

ani = new CAnimation(100); // fishmen attack right

ani->Add(90011);

animations->Add(329, ani);

ani = new CAnimation(100); // fishmen attack left

ani->Add(91011);

animations->Add(330, ani);

ani = new CAnimation(100); // fishmen jump right

ani->Add(90012);

animations->Add(331, ani);

ani = new CAnimation(100); // fishmen jump left

ani->Add(91012);

animations->Add(332, ani);

ani = new CAnimation(100); // fishmen walking right

ani->Add(90012);

ani->Add(90013);

animations->Add(333, ani);

ani = new CAnimation(100); // fishmen walking left

ani->Add(91012);

ani->Add(91013);

animations->Add(334, ani);

ani = new CAnimation(100); // fishmen bullet

ani->Add(90014);

animations->Add(335, ani);

ani = new CAnimation(100); // fishmen bullet

ani->Add(91014);

animations->Add(336, ani);

//Boss bat

ani = new CAnimation(100); // boss bat idle

ani->Add(91101);

animations->Add(337, ani);

ani = new CAnimation(100); // boss bat active

ani->Add(91102);

ani->Add(91103);

animations->Add(338, ani);

//+++++++++++++++++++++++++++++++++++++++++++++++++++++Simon Normal++++++++++++++++++++++++++++++++

ani = new CAnimation(100); // idle right

ani->Add(10001);

animations->Add(400, ani);

ani = new CAnimation(100); // idle left

ani->Add(20001);

animations->Add(401, ani);

ani = new CAnimation(80); // walk right

ani->Add(10001);

ani->Add(10002);

ani->Add(10003);

ani->Add(10004);

animations->Add(402, ani);

ani = new CAnimation(80); // walk left

ani->Add(20001);

ani->Add(20002);

ani->Add(20003);

ani->Add(20004);

animations->Add(403, ani);

ani = new CAnimation(100); // crouch right

ani->Add(10005);

animations->Add(404, ani);

ani = new CAnimation(100); // crouch left

ani->Add(20005);

animations->Add(405, ani);

ani = new CAnimation(210); // jump right

ani->Add(10005);

ani->Add(10005);

ani->Add(10001);

ani->Add(10001);

animations->Add(406, ani);

ani = new CAnimation(210); // jump left

ani->Add(20005);

ani->Add(20005);

ani->Add(20001);

ani->Add(20001);

animations->Add(407, ani);

ani = new CAnimation(100); // idle on stair climb down right

ani->Add(10006);

animations->Add(408, ani);

ani = new CAnimation(100); // idle on stair climb up right

ani->Add(10008);

animations->Add(409, ani);

ani = new CAnimation(100); // climb down right

ani->Add(10006);

ani->Add(10007);

ani->Add(10006);

animations->Add(410, ani);

ani = new CAnimation(100); // climb up right

ani->Add(10008);

ani->Add(10009);

ani->Add(10008);

animations->Add(411, ani);

ani = new CAnimation(100); // idle on stair climb down left

ani->Add(20006);

animations->Add(412, ani);

ani = new CAnimation(100); // idle on stair climb up left

ani->Add(20008);

animations->Add(413, ani);

ani = new CAnimation(100); // climb down left

ani->Add(20006);

ani->Add(20007);

ani->Add(20006);

animations->Add(414, ani);

ani = new CAnimation(100); // climb up left

ani->Add(20008);

ani->Add(20009);

ani->Add(20008);

animations->Add(415, ani);

ani = new CAnimation(230); // was hit right

ani->Add(10010);

ani->Add(10010);

ani->Add(10005);

ani->Add(10001);

animations->Add(416, ani);

ani = new CAnimation(230); // was hit left

ani->Add(20010);

ani->Add(20010);

ani->Add(20005);

ani->Add(20001);

animations->Add(417, ani);

ani = new CAnimation(250); // die right

ani->Add(10010);

ani->Add(10010);

ani->Add(10011);

ani->Add(10011);

ani->Add(10011);

ani->Add(10011);

animations->Add(418, ani);

ani = new CAnimation(250); // die left

ani->Add(20010);

ani->Add(20010);

ani->Add(20011);

ani->Add(20011);

ani->Add(20011);

ani->Add(20011);

animations->Add(419, ani);

ani = new CAnimation(90); // attack stand right

ani->Add(10012);

ani->Add(10013);

ani->Add(10014);

ani->Add(10001);

animations->Add(420, ani);

ani = new CAnimation(90); // attack stand left

ani->Add(20012);

ani->Add(20013);

ani->Add(20014);

ani->Add(20001);

animations->Add(421, ani);

ani = new CAnimation(105); // attack stand right long

ani->Add(10012);

ani->Add(10013);

ani->Add(10014);

ani->Add(10001);

ani->Add(10001);

ani->Add(10001);

animations->Add(433, ani);

ani = new CAnimation(105); // attack stand left long

ani->Add(20012);

ani->Add(20013);

ani->Add(20014);

ani->Add(20001);

ani->Add(20001);

ani->Add(20001);

animations->Add(434, ani);

ani = new CAnimation(105); // attack crouch right

ani->Add(10015);

ani->Add(10016);

ani->Add(10017);

ani->Add(10005);

animations->Add(422, ani);

ani = new CAnimation(105); // attack crouch left

ani->Add(20015);

ani->Add(20016);

ani->Add(20017);

ani->Add(20005);

animations->Add(423, ani);

ani = new CAnimation(105); // attack climb down right

ani->Add(10018);

ani->Add(10019);

ani->Add(10020);

ani->Add(10006);

animations->Add(424, ani);

ani = new CAnimation(105); // attack climb down left

ani->Add(20018);

ani->Add(20019);

ani->Add(20020);

ani->Add(20006);

animations->Add(425, ani);

ani = new CAnimation(105); // attack climb up right

ani->Add(10021);

ani->Add(10022);

ani->Add(10023);

ani->Add(10008);

animations->Add(426, ani);

ani = new CAnimation(105); // attack climb up left

ani->Add(20021);

ani->Add(20022);

ani->Add(20023);

ani->Add(20008);

animations->Add(427, ani);

ani = new CAnimation(30); // take weapon right

ani->Add(10027);

ani->Add(10025);

ani->Add(10026);

ani->Add(10001);

ani->Add(10027);

ani->Add(10025);

ani->Add(10026);

ani->Add(10001);

animations->Add(428, ani);

ani = new CAnimation(30); // take weapon left

ani->Add(20027);

ani->Add(20025);

ani->Add(20026);

ani->Add(20001);

ani->Add(20027);

ani->Add(20025);

ani->Add(20026);

ani->Add(20001);

animations->Add(429, ani);

ani = new CAnimation(1000); // idle behide

ani->Add(20028);

animations->Add(430, ani);

//+++++++++++++++++++++++++++++++++++++++++++Simon Potion++++++++++++++++++++++++++++++

ani = new CAnimation(100); // idle right

ani->Add(610001);

animations->Add(440, ani);

ani = new CAnimation(100); // idle left

ani->Add(620001);

animations->Add(441, ani);

ani = new CAnimation(80); // walk right

ani->Add(610001);

ani->Add(610002);

ani->Add(610003);

ani->Add(610004);

animations->Add(442, ani);

ani = new CAnimation(80); // walk left

ani->Add(620001);

ani->Add(620002);

ani->Add(620003);

ani->Add(620004);

animations->Add(443, ani);

ani = new CAnimation(100); // crouch right

ani->Add(610005);

animations->Add(444, ani);

ani = new CAnimation(100); // crouch left

ani->Add(620005);

animations->Add(445, ani);

ani = new CAnimation(210); // jump right

ani->Add(610005);

ani->Add(610005);

ani->Add(610001);

ani->Add(610001);

animations->Add(446, ani);

ani = new CAnimation(210); // jump left

ani->Add(620005);

ani->Add(620005);

ani->Add(620001);

ani->Add(620001);

animations->Add(447, ani);

ani = new CAnimation(100); // idle on stair climb down right

ani->Add(610006);

animations->Add(448, ani);

ani = new CAnimation(100); // idle on stair climb up right

ani->Add(610008);

animations->Add(449, ani);

ani = new CAnimation(100); // climb down right

ani->Add(610006);

ani->Add(610007);

ani->Add(610006);

animations->Add(450, ani);

ani = new CAnimation(100); // climb up right

ani->Add(610008);

ani->Add(610009);

ani->Add(610008);

animations->Add(451, ani);

ani = new CAnimation(100); // idle on stair climb down left

ani->Add(620006);

animations->Add(452, ani);

ani = new CAnimation(100); // idle on stair climb up left

ani->Add(620008);

animations->Add(453, ani);

ani = new CAnimation(100); // climb down left

ani->Add(620006);

ani->Add(620007);

ani->Add(620006);

animations->Add(454, ani);

ani = new CAnimation(100); // climb up left

ani->Add(620008);

ani->Add(620009);

ani->Add(620008);

animations->Add(455, ani);

ani = new CAnimation(230); // was hit right

ani->Add(610010);

ani->Add(610010);

ani->Add(610005);

ani->Add(610001);

animations->Add(456, ani);

ani = new CAnimation(230); // was hit left

ani->Add(620010);

ani->Add(620010);

ani->Add(620005);

ani->Add(620001);

animations->Add(457, ani);

ani = new CAnimation(250); // die right

ani->Add(610010);

ani->Add(610010);

ani->Add(610011);

ani->Add(610011);

ani->Add(610011);

ani->Add(610011);

animations->Add(458, ani);

ani = new CAnimation(250); // die left

ani->Add(620010);

ani->Add(620010);

ani->Add(620011);

ani->Add(620011);

ani->Add(620011);

ani->Add(620011);

animations->Add(459, ani);

ani = new CAnimation(90); // attack stand right

ani->Add(610012);

ani->Add(610013);

ani->Add(610014);

ani->Add(610001);

animations->Add(460, ani);

ani = new CAnimation(90); // attack stand left

ani->Add(620012);

ani->Add(620013);

ani->Add(620014);

ani->Add(620001);

animations->Add(461, ani);

ani = new CAnimation(105); // attack stand right long

ani->Add(610012);

ani->Add(610013);

ani->Add(610014);

ani->Add(610001);

ani->Add(610001);

ani->Add(610001);

animations->Add(462, ani);

ani = new CAnimation(105); // attack stand left long

ani->Add(620012);

ani->Add(620013);

ani->Add(620014);

ani->Add(620001);

ani->Add(620001);

ani->Add(620001);

animations->Add(463, ani);

ani = new CAnimation(105); // attack crouch right

ani->Add(610015);

ani->Add(610016);

ani->Add(610017);

ani->Add(610005);

animations->Add(464, ani);

ani = new CAnimation(105); // attack crouch left

ani->Add(620015);

ani->Add(620016);

ani->Add(620017);

ani->Add(620005);

animations->Add(465, ani);

ani = new CAnimation(105); // attack climb down right

ani->Add(610018);

ani->Add(610019);

ani->Add(610020);

ani->Add(610006);

animations->Add(466, ani);

ani = new CAnimation(105); // attack climb down left

ani->Add(620018);

ani->Add(620019);

ani->Add(620020);

ani->Add(620006);

animations->Add(467, ani);

ani = new CAnimation(105); // attack climb up right

ani->Add(610021);

ani->Add(610022);

ani->Add(610023);

ani->Add(610008);

animations->Add(468, ani);

ani = new CAnimation(105); // attack climb up left

ani->Add(620021);

ani->Add(620022);

ani->Add(620023);

ani->Add(620008);

animations->Add(469, ani);

ani = new CAnimation(30); // take weapon right

ani->Add(610027);

ani->Add(610025);

ani->Add(610026);

ani->Add(610001);

ani->Add(610027);

ani->Add(610025);

ani->Add(610026);

ani->Add(610001);

animations->Add(470, ani);

ani = new CAnimation(30); // take weapon left

ani->Add(620027);

ani->Add(620025);

ani->Add(620026);

ani->Add(620001);

ani->Add(620027);

ani->Add(620025);

ani->Add(620026);

ani->Add(620001);

animations->Add(471, ani);

ani = new CAnimation(1000); // idle behide

ani->Add(620028);

animations->Add(472, ani);

//brick

ani = new CAnimation(100);

ani->Add(50001);

animations->Add(601, ani);

//big-brick-0

ani = new CAnimation(100);

ani->Add(50006);

animations->Add(602, ani);

//big-brick-1

ani = new CAnimation(100);

ani->Add(50007);

animations->Add(603, ani);

//big-brick-2

ani = new CAnimation(100);

ani->Add(50008);

animations->Add(604, ani);

//water

ani = new CAnimation(100);

ani->Add(50009);

animations->Add(605, ani);

//holyfire

ani = new CAnimation(100);

ani->Add(50002);

ani->Add(50003);

animations->Add(801, ani);

//hit effect

ani = new CAnimation(100);

ani->Add(60001);

animations->Add(900, ani);

//effect poision

ani = new CAnimation(100);

ani->Add(60004);

ani->Add(60005);

ani->Add(60004);

ani->Add(60005);

animations->Add(901, ani);

//effect destroy

ani = new CAnimation(120);

ani->Add(60001);

ani->Add(60002);

ani->Add(60003);

ani->Add(60004);

ani->Add(60004);

animations->Add(902, ani);

// candle

ani = new CAnimation(100);

ani->Add(50004);

ani->Add(50005);

animations->Add(903, ani);

// brick-effect

ani = new CAnimation(180);

ani->Add(60006);

animations->Add(904, ani);

//water

ani = new CAnimation(100);

ani->Add(60007);

animations->Add(905, ani);

//heart

ani = new CAnimation(100);

ani->Add(70010);

animations->Add(1001, ani);

//whip

ani = new CAnimation(100);

ani->Add(70008);

animations->Add(1002, ani);

//dagger

ani = new CAnimation(100);

ani->Add(70001);

animations->Add(1003, ani);

//throwingaxe

ani = new CAnimation(100);

ani->Add(70002);

animations->Add(1004, ani);

//cross

ani = new CAnimation(100);

ani->Add(70006);

animations->Add(1005, ani);

//money bag red

ani = new CAnimation(100);

ani->Add(70014);

animations->Add(1006, ani);

//money bag purple

ani = new CAnimation(100);

ani->Add(70015);

animations->Add(1007, ani);

//money bag white

ani = new CAnimation(100);

ani->Add(70016);

animations->Add(1008, ani);

//holywater

ani = new CAnimation(100);

ani->Add(70004);

animations->Add(1009, ani);

//invisibility potion

ani = new CAnimation(100);

ani->Add(70007);

animations->Add(1010, ani);

//pot roast

ani = new CAnimation(100);

ani->Add(70011);

animations->Add(1011, ani);

//double shot

ani = new CAnimation(100);

ani->Add(70012);

animations->Add(1012, ani);

//stop watch

ani = new CAnimation(100);

ani->Add(70005);

animations->Add(1013, ani);

//crystal ball

ani = new CAnimation(100);

ani->Add(70017);

ani->Add(70018);

animations->Add(1014, ani);