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</key>

</timeline>

</animation>

</entity>

If <u>attribute requirements</u> are met, the attribute will be present, or the default value (sho If the value is shown in parenthesis, this should not be considered a default value, but it	wn in the <u>SCM</u>	L colu	ımn) should	be assun	ned. he value, or an evample v	zalua.	
SCML	Attribute				Data Type	Possible Values	Description
<pre><?xml version="1.0" encoding="UTF-8"?></pre>	7 ttt10 atc	ICC	<u> </u>	113	Data Type	1 OSSIDIC VAIACS	Description
<pre><spriter_data< pre=""></spriter_data<></pre>							
scml version=""					string		
generator="(Spriter)"					string		
generator_version="(1.0)"					string		
<folder< td=""><td></td><td></td><td></td><td></td><td></td><td></td><td></td></folder<>							
id=""					int		unique to this <folder> within this .scml document</folder>
name="(root folder(relative to this SCML document))">					string		unique to this <folder> within this .scml document</folder>
<file< td=""><td></td><td></td><td></td><td></td><td></td><td>(i' ) (i' ) 1 (c) (ii)</td><td></td></file<>						(i' ) (i' ) 1 (c) (ii)	
type="image"					string	"image", "sound_effect", "atlas_image", or	
						"entity"(.scml file)	
id=""					int		integer unique to this image, within this folder
name=""	trus a—llies a cal	04	atlas imassa	"	string		name unique to this file, within this folder
pivot_x="0.000000"  pivot_y="1.000000"	type=="image" type=="image"				float		0.000000 would be the left edge, 1.000000 would be the right edge 0.000000 would be the bottom edge, 1.000000 would be the top edge
<pre>//folder&gt;</pre>	type— image	OI (	atias_iiiage		noat		0.000000 would be the bottom edge, 1.000000 would be the top edge
<entity< td=""><td></td><td></td><td></td><td></td><td></td><td></td><td></td></entity<>							
id=""					int		unique to this <entity>, within this scml file</entity>
name="">					string		unique to this <entity>, within this scml file</entity>
<meta_data></meta_data>							
<animation< td=""><td></td><td></td><td></td><td></td><td></td><td></td><td></td></animation<>							
id=""					int		unique to each <animation> within an <entity></entity></animation>
name=""					string		unique to each <animation> within an <entity></entity></animation>
length=""					int	W. 27/21 2	total length of <animation>, in milliseconds</animation>
looping="true"					string	"true", "false", or "ping_pong"	
loop_to="0">					int	F8_F8	id of <key> to loop back to</key>
<mainline></mainline>							
<key< td=""><td></td><td></td><td></td><td></td><td></td><td></td><td></td></key<>							
id=""					int		unique to this <key> within <mainline></mainline></key>
time="0">					int	0 – <animation> length</animation>	time in whole milliseconds
<object< td=""><td></td><td></td><td></td><td></td><td></td><td></td><td></td></object<>							
id=""		. 1		<u> </u>	int		unique to this <object>(or <object_ref>) within this <key></key></object_ref></object>
object_type="sprite"	sprite point	box	var entity	sound	string	"point","box","sprite","soun d","entity","variable"	
folder=""	X		X	X	int	a , entry , variable	corresponds to the id of the <folder> listed below</folder>
file=""	X		X	X	int		corresponds to the id of the <file> listed below</file>
x="0.000000"	X X	X	X		float(int in		
					pixel_art_mode)		
y="0.000000"	X X	X	X		float(int in pixel_art_mode)		increases north
pivot_x="*"	X	X			float(int in		*(0.000000 if collision box, default pivot point if sprite)
					pixel_art_mode)		
pivot_y="*"	X	X			float(int in pixel art mode)		*(0.000000 if collision box, default pivot point if sprite)
angle="0.000000"	X	X	X		float	0.000000 359.999999	increases counter-clockwise
scale x="1.000000"	X		X		float		ratio of image width
scale_y="1.000000"	X		X		float		ratio of image height
a="1.000000"	X X	X	X		float	0.000000 1.000000	alpha(opacity)
<object_ref< td=""><td></td><td></td><td></td><td></td><td></td><td></td><td></td></object_ref<>							
id=""					int		unique to this <object>(or <object_ref>) within this <key></key></object_ref></object>
timeline=""					int		corresponds to the id of the <timeline> it references</timeline>
key=""					int		corresponds to the id of the <key> within the <timeline></timeline></key>
z_index=""/>					ınt		order this object should be drawn, can also be inferred from order of appearance
<ti>timeline</ti>							
id=""					int		unique to this <timeline> within this <animation></animation></timeline>
name=""	object_type==			ariable",	string		*if object_type=="sprite", and usage=="collision" or "both", then sprite will have a
	"entity", or "sp	orite"	*				name
object_type="sprite"					string	"point","box","sprite","soun d","entity","variable"	
variable_type="string">	variable				string	"string", "int", "float"	
usage="*"	object_type==	"box"	',"point","eı	ntity", or		"display","collision","both",	<pre>object_type=="sprite" or "entity - default is "display"</pre>
	"sprite"					"neither"	<pre>object_type=="box" - default is "collision" object_type=="point" - default is "neither"</pre>
<key< td=""><td></td><td></td><td></td><td></td><td></td><td></td><td>object_type— point - default is neither</td></key<>							object_type— point - default is neither
id=""					int		unique to this <key> within this <timeline></timeline></key>
time="0"					int	0 – <animation> length</animation>	time in whole milliseconds
spin="1">	for curve_type	s qua	dratic,linear	& cubic		-1,1	1==counter-clockwise,-1==clockwise
<object< td=""><td>sprite point</td><td></td><td></td><td></td><td></td><td></td><td>(either <bone> or <object>, but not both)</object></bone></td></object<>	sprite point						(either <bone> or <object>, but not both)</object></bone>
folder=""	X		X	X	int		corresponds to the id of the <folder> listed below</folder>
file=""	X		X	X	int		corresponds to the id of the <file> listed below</file>
x="0.000000"	X X	X	X		float		relative to character
y="0.000000"	+ +	X	X		float		relative to character, increases north
pivot_x="*"	<del>                                     </del>	X		-	float		*(0.000000 if type=="box", default pivot point if type=="sprite")
pivot_y="*"	<del>                                     </del>	X	 		float	0.000000	*(1.000000 if type=="box", default pivot point if type=="sprite")
angle="0.000000"	+ + +	X	X		float	0.000000 359.999999	counter-clockwise
scale_x="1.000000"	X		X		float		ratio of image width
scale_y="1.000000" a="1.000000"	X X X	X	X X	+	float	0.000000 1.000000	ratio of image height
<pre>a="1.000000"  <meta_data></meta_data>*</pre>	Δ	/ <b>\</b>			noat	0.000000 1.000000	alpha(opacity)  *tweenable
							······································