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{
    // DragonBones data name
    "name": "dragonBonesName",
    // data version
    "version": "5.0",
    // compatible version
    "compatibleVersion": "4.5",
    // animation frame rate
    "frameRate": 24,
    // Custom data (optional property, null by default)
    "userData": null,
    // skeleton list
    "armature": [{
        // Skeleton name (one DragonBones data can contain multiple skeleton)
        "name": "armatureName",
        // Animation frame rate (optional property, use global frame rate by default)
        "frameRate": 24,
        // Animation type (optional property, "Armature" by default)
        // ["Armature": skeleton animation, "MovieClip": basic animation, "Stage": stage animation]
        "type": "Armature",
        // Custom data (optional property, null by default)
        "userData": null,
        // Behavior List that's added to the back of stage (optional property, null by default)
        "defaultActions": [
            // This skeleton plays specified animation
            ["gotoAndPlay", "animationName"],
            // This skeleton plays and stops specified animation
            ["gotoAndStop", "animationName"],
        ],
        // Bone list of this skeleton contains
        "bone": [{
            // bone name
            "name": "boneName",
            // parent bone name
            "parent": "parentBoneName",
            // Custom data [any type] (optional property, null by default)

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    "userData": null,
    // Bone's registration to skeleton: replacement/chamfer/zoom (optional prop
erties, null by default)
    "transform": {
        "x": 0.00, // Horizontal displacement (Optional properties, 0.00 by def
alut)
        "y": 0.00, // Vertical displacement (optional properties, 0.00 by defal
ut)
        "skX": 0.0000, // Horizontal chamfer (optional properties, 0.0000 by de
fault)
        "skY": 0.0000, // Vertical chamfer (optional properties 0.0000 by defa
ult)
        "scX": 1.0000, // horizontal zoom (optional properties, 1.0000 by defau
lt)
        "scY": 1.0000, // Vertical zoom (optional properties, 1.0000 by defaul
t)
    }
}],
// Slot list of this skeleton
"slot": [{
    // slot name
    "name": "slotName",
    // Parent bone name of the slot
    "parent": "parentBoneName",
    // Index of display object by default (optional properties, 0 by default)
    "displayIndex": 0,
    // Blend mode (optional properties, null by default)
    "blendMode": null,
    // Custom data [any type] (optional properties, null by default)
    "userData": null,
    // Color overlay of display object (Optional properties, null by default)
    "color": {
        "aM": 100, // Transparent overlay [0~100] (Optional properties default:
100)
        "rM": 100, // red overlay [0~100] (Optional properties default: 100)
        "gM": 100, // green overlay [0~100] (Optional properties default: 100)
        "bM": 100, // blue overlay [0~100] (Optional properties default: 100)
        "aO": 0.00, // Transparent skew [-255~255] (Optional properties defaul
t: 0)
    }
}

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    "r0": 0.00, // red skew [-255~255] (Optional properties
    "g0": 0.00, // green skew [-255~255] (Optional properties default: 0)
    "b0": 0.00, // blue skew [-255~255] (Optional properties default: 0)
  },
  // Behavior List that's added to the stage (optional properties, null by de
fault)

  "actions": [
    // Child skeleton play specified animation (only available when display
object is skeleton)
    ["gotoAndPlay", "animationName"],
    // Child skeleton play and stop specified animation (only available whe
n display object is skeleton)
    ["gotoAndStop", "animationName"],
  ]
}],
// Skin list of this skeleton contains
"skin": [{
  // skin name
  "name": "skinName",
  // Slot list of this skin contains
  "slot": [{
    // slot name
    "name": "slotName",
    // Display object list of this slot contains
    "display": [{
      // Display object name
      "name": "displayName",
      // Display object type (Optional properties, image by default)
      // ["image": chartlet, "armature": skeleton, "mesh": mesh, ... Othe
r extension types]
      "type": "image",
      // Skeleton name of sub skeleton point to, map name of mesh contain
s (optional property, null by default, only available to sub skeleton and mesh)
      "path": "path",
      // Index of shared mesh (optional property, null by default, only a
vailable to mesh)
      "share": "meshName",
      // If inherit animation or not (optional property, true by default,
only available to shared mesh)

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    "inheritFFD": true,
    // Bound box type (optional property, rectangle by default, only available to bound box)
    // ["rectangle": rectangle, "ellipse": ellipse, "polygon": Custom polygon]

    "subType": "rectangle",
    // Display object color (optional property, 0 by default, only available to bound box)

    "color": 0,
    // Display object displacement/chamfer/zoom relative to bone (optional properties default: null)

    "transform": {
        "x": 0.00, // horizontal displacement (Optional properties, 0.0 by default)

        "y": 0.00, // y vertical displacement (Optional properties, 0.0 by default)

        "skX": 0.0000, // Horizontal chamfer (Optional properties, 0.0000 by default)

        "skY": 0.0000, // Vertical chamfer (Optional properties, 0.0000 by default)

        "scX": 1.0000, // Vertical zoom (optional properties, 1.0000 by default)

        "scY": 1.0000, // Vertical zoom (optional properties, 1.0000 by default)
    },
    // Pivot point of display object (Optional properties, null by default, no available to skeleton)

    "pivot": {
        "x": 0.50, // horizontal pivot point [0.00~1.00] (Optional properties, 0.50 by default)

        "y": 0.50, // vertical pivot point [0.00~1.00] (Optional properties, 0.50 by default)
    },
    // Width and height of rectangle or ellipse (Optional properties, 0 by default, only available to bound box) ,

    "width": 100, "height": 100,
    // Coordinate list of the vertex relative to the display object pivot point (optional property, null by default, only available to mesh or custom polygon bound box)

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        // [x0, y0, x1, y1, ...]
        "vertices": [-64.00, -64.00, 64.00, -64.00, 64.00, 64.00, -64.00, 6
4.00],

        // Vertex UV coordinate list (Optional properties, null by default,
only available to mesh)
        // [u0, v0, u1, v1, ...]
        "uvs": [0.0000, 0.0000, 1.0000, 0.0000, 1.0000, 1.0000, 0.0000, 1.0
000],

        // Triangle vertex index list (Optional properties, null by default,
only available to mesh)
        "triangles": [0, 1, 2, 2, 3, 0],
        // Vertex weight list (Optional properties, null by default, only a
vailable to mesh)
        // [Bone number, bone index, weight, ..., ...]
        "weights": [1, 0, 1.00, 2, 0, 0.50, 1, 0.50],
        // matrix transformation for skin slot registration (Optional propert
ies, null by default, only available to mesh)
        // [a, b, c, d, tx, ty]
        "slotPose": [1.0000, 0.0000, 0.0000, 1.0000, 0.00, 0.00],
        // Matrix transformation for skin bone registration (optional attrib
ute default: null, valid only for grid)
        // [bone index, a, b, c, d, tx, ty, ...]
        "bonePose": [0, 1.0000, 0.0000, 0.0000, 1.0000, 0.00, 0.00]
    }
}
}],
// ik Constraint list of this skeleton contains
"ik": [{
    // ik constraint name
    "name": "ikName",
    // Bound bone name
    "bone": "boneName",
    // Target bone name
    "target": "ikBoneName",
    // Bend direction (Optional properties, true by default)
    // [true: positive direction / clockwise, false: reverse direction / counte
rclockwise]
    "bendPositive": true,
    // Length of skeleton chain (Optional properties, 0 by default)

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        // [0: only constrain bone, n: Constrain bone and bone's parent bone of up
n-level]

        "chain": 0,
        // Weight [0.00: No constraint ~ 1.00: Full constraint] (Optional properti
es, 0 by default)
        "weight": 1.00
    }],
    // The animations list of this skeleton contains
    "animation": [{
        // animation name
        "name": "animationName",
        // Loop number [0: Loop infinitely, n: Loop n times] (Optional propertie, 1
by deDisplay object colorimes": 1,
        // Animation frame length (Optional properties, 1 by default)
        "duration": 1,
        // Key frame list of this animation contains (Optional properties, null by
default)
        "frame": [{
            // Frame length (Optional properties, 1 by default)
            "duration": 1,
            // Frame sound (Optional properties, null by default)
            "sound": "soundName",
            // Frame behaviors list (Optional properties, null by default)
            "events": [{
                // event name
                "name": "eventName",
                // bone name (Optional properties, null by default)
                "bone": "boneName",
                // Slot name (Optional properties, null by default)
                "slot": "slotName",
                // Event parameter list (Optional properties, null by default)
                "ints": [0, 1, 2],
                "floats": [0.01, 1.01, 2.01],
                "strings": ["a", "b", "c"]
            }],
            // Frame behavior list (Optional properties, null by default)
            "actions": [
                // This skeleton play specified animation
                ["gotoAndPlay", "animationName"],

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        // This skeleton play an stop specified animation
        ["gotoAndStop", "animationName"],
    ]
}],
// Depth order timeline
"zOrder": {
    "frame": [{
        // frame length (Optional properties, 1 by default)
        "duration": 1,
        // slot offset [slotIndexA, offsetA, slotIndexB, offsetB, ...] (Optional properties, null by default)
        "zOrder": [0, 2, 4, 1, 6, -1]
    }]
},
// The skeleton timeline list of this animation contains (Optional properties, null by default)
"bone": [{
    // Timeline name (corresponding to the bone name)
    "name": "boneName",
    // Timeline zoom (Optional properties, 1.00 by default)
    "scale": 1.00,
    // Timeline offset (Optional properties, 0.00 by default)
    "offset": 0.00,
    // The key frame list of this timeline contains (Optional properties, null by default)
    "frame": [{
        // Frame length (Optional properties, 1 by default)
        "duration": 1,
        //Easing type [0: use tweenEasing or curve to describe easing type, 1~N: Other extension easing type enumeration (about the details of enumeration we will define it in the future)] Optional properties, 0 by default
        "tweenType": 0,
        // Easing value [0.00: linear, null: no easing]( Optional properties, null by default)
        "tweenEasing": 0.00,
        // Bezier curve easing parameter list [x1, y1, x2, y2, ...] (optional properties, null by default)
        "curve": [0.00, 0.00, 1.00, 1.00],
    ]
}

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// Bone displacement/ bevel / scaling (Optional properties, null by
default)

    "transform": {
        "x": 0.00, // Horizontal displacement (Optional properties, 0.0
0 by default)

        "y": 0.00, // Vertical displacement (Optional properties, 0.00
by default)

        "skX": 0.0000, // Horizontal chamfer (optional properties, 0.0
000 by default)

        "skY": 0.0000, // Vertical chamfer (optional properties 0.0000
by default)

        "scX": 1.0000, // horizontal zoom (optional properties, 1.0000
by default)

        "scY": 1.0000 // Vertical zoom (optional properties, 1.0000 by
default)

    },
}
}],
// Slot timeline List of this animation contains
"slot": [{
    // Timeline name (corresponding to slot name)
    "name": "slotName",
    // Key frame List of this timeline contains (Optional properties, null
by default)

    "frame": [{
        // Frame length (Optional properties, 1 by default)
        "duration": 1,
        // Easing type [0: use tweenEasing to describe easing type, N: Othe
r extension easing type] Optional properties, 0 by default
        "tweenType": 0,
        // Tween easing [0.00: linear, null: no easing] (Optional propertie
s, null by default)
        "tweenEasing": 0.00,
        // Tween easing Bezier curve [x1, y1, x2, y2, ...] (Optional proper
ties, null by default)
        "curve": [0.00, 0.00, 1.00, 1.00],
        // The display object index of this frame (the corresponding slot d
isplay object list in the skin) (Optional properties, 0 by default)
        "displayIndex": 0,

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// Color overlay of display object (Optional properties, null by default)

"color": {
    "aM": 100, // Transparency overlay [0~100] (Optional properties, 100 by default)
    "rM": 100, // red overlay [0~100] (Optional properties, 100 by default)
    "gM": 100, // green overlay [0~100] (Optional properties, 100 by default)
    "bM": 100, // blue overlay [0~100] (Optional properties, 100 by default)
    "aO": 0.00, // Transparent skew [-255~255] (Optional properties, 0 by default)
    "rO": 0.00, // red skew [-255~255] (Optional properties, 0 by default)
    "gO": 0.00, // green skew [-255~255] (Optional properties, 0 by default)
    "bO": 0.00, // blue skew [-255~255] (Optional properties, 0 by default)
},
// The executed action behavior list when playing current frame (Optional properties, null by default)
"actions": [
    // Sub skeleton play specified animation (only available when display object is skeleton)
    ["gotoAndPlay", "animationName"],
    // Sub skeleton play and stop specified animation (only available when display object is skeleton)
    ["gotoAndStop", "animationName"],
],
},
// The freeform timeline list that this animation contains (Optional properties, null by default)
"ffd": [{
    // Timeline name
    "name": "timelineName",
    // skin name
    "skin": "skinName",

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    // slot name
    "slot": "slotName",
    // Key frame list of this timeline contains (Optional properties, null
by default)
    "frame": [{
        // Frame Length (Optional properties, 1 by default)
        "duration": 1,
        // Easing type [0: use tweenEasing to describe easing type, N: Othe
r extension easing type] Optional properties, 0 by default
        "tweenType": 0,
        // Tween easing [0.00: Linear, null: no easing] (Optional propertie
s, null by default)
        "tweenEasing": 0.00,
        // Tween easing Bezier curve [x1, y1, x2, y2, ...] (Optional proper
ties, null by default)
        "curve": [0.00, 0.00, 1.00, 1.00],
        // Vertex coordinate list index offset (Optional properties, null b
y default)
        "offset": 0,
        // Vertex coordinate list x0, y0, x1, y1, ...: relative displacemen
t [Optional properties, null by default]
        "vertices": [0.01, 0.01]
    }]
  }]
}

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