```xml
<objects>

    <object_type name="object_name1" hit="0" level="0" fireWall="0" life="0" damages="0">

        <animation name="idle" canLoop="false" sound="sound_path">
            <framerect top="0" left="30" bottom="30" right="60" delayNextFrame="0" />
        </animation>

        <animation name="animate" canLoop="true" sound="sound_path">
            <framerect top="0" left="30" bottom="30" right="60" delayNextFrame="1" />
            <framerect top="0" left="60" bottom="30" right="90" delayNextFrame="1" />
            <framerect top="0" left="30" bottom="30" right="60" delayNextFrame="1" />
            <framerect top="0" left="0"  bottom="30" right="30" delayNextFrame="1" />
        </animation>

        <animation name="destroy" canLoop="false" sound="sound_path">
            <framerect top="0" left="90"  bottom="30" right="120" delayNextFrame="1" />
        </animation>

    </object_type>




    <object_type name="object_name2" hit="1" level="1" fireWall="1" life="1" damages="0">

        <animation name="idle" canLoop="false" sound="sound_path">
            <framerect top="30" left="30" bottom="60" right="60" delayNextFrame="0" />
        </animation>

        <animation name="animate" canLoop="true" sound="sound_path">
            <framerect top="30" left="30" bottom="60" right="60" delayNextFrame="1" />
            <framerect top="30" left="60" bottom="60" right="90" delayNextFrame="1" />
            <framerect top="30" left="30" bottom="60" right="60" delayNextFrame="1" />
            <framerect top="30" left="0"  bottom="60" right="30" delayNextFrame="1" />
        </animation>

        <animation name="destroy" canLoop="false" sound="sound_path">
            <framerect top="30" left="90"  bottom="60" right="120" delayNextFrame="1" />
        </animation>

    </object_type>


</objects>
```