

<objects>

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<animation name="idle" canLoop="false" sound="sound_path">

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</animation>

<animation name="animate" canLoop="true" sound="sound_path">

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<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">

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</animation>

</object_type>

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

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</animation>

<animation name="animate" canLoop="true" sound="sound_path">

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<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>