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1 how to run

1.1 Animationenginekonfiguration?

1.2 gesturebinding

1.3 BML-Aufruf

1.3.1 Parameter

Klassen? Mocaps?

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2.1 MotionGraphs

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3 System overview (e.g class structure / functional overview / dataflow)

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3.1.10 IdleMovement

3.1.11 MotionGraphBuilder

3.2 Startup

Builder/MotionGraph.init()

3.3 play()

4 Extensibility (e.g. How to use with other mocap files / visemes)

4.1 Load mocap

4.2 Other Classes?