Animations [WIP]

> This feature is available in **1.20.1-1.5+** and will **NOT** be backported to any outdated versions.

Features

This update can support adding custom animations with or without overriding the default variants. It was not possible to add animations via community pack, **they require a resource pack.**

- Animations must be triggered via the command `/swem rrp anim <Animation>`
- Animations will loop (repeat) until the command is repeated
- Animations will not auto-fill (list possible options), creators should provide the valid options
- Animations will be seen by any player with the animation pack installed

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Important - Update Changes

This update has not made any significant changes to default animations.

Frequently Asked Questions

This section has drop-downs for FAQs and expanded information about Animation Resource Packs.

If your question is not answered here, check out General Information.

[EXPAND] FAQs

CAN ANIMATIONS BE TRIGGERED WITHOUT COMMANDS?
No. While this is not ideal for discipline specific commands (ie dressage moves), there is currently no way to support keybind(s) to trigger custom animations.

CAN ANIMATION PACKS MODIFY DEFAULT ANIMATIONS?
Yes, this was already possible and several packs exist to override specific default animations.

CAN I INSTALL MULTIPLE ANIMATION PACKS AT ONCE?
[TBC] Yes. Animation packs must include both the default animations **and** any custom

animations, so if you install more than one pack, you should load any that override default animations at the top.

Example If you have an animation pack that adds new dressage moves **and** modifies default gait or jump animations, you should load this **above** any other packs that only add new animations. Since they include the unaltered default animations, they will override your modified defaults unless lower in the list.

WHERE CAN I SEE A LIST OF ANIMATION NAMES FOR THE TRIGGER COMMAND?
Animation names will not auto-fill when using the command. Short of opening up the files, it is recommended to confirm valid options with the creator. Check their content or site(s) for a list of valid commands before contacting them directly.

CAN I INSTALL ANIMATION PACKS IN A MULTIPLAYER SERVER?
[TBC] Animation packs should work on multiplayer servers, but all players require the resource pack to view the triggered animations. This should all work client-side, servers should not need to make any alterations to support custom animations (ie not required on the server).

HOW DO ANIMATION PACKS WORK ON MULTIPLAYER SERVERS WITH KEYS / PERMISSIONS?
[TBC]

HOW DO ANIMATION PACKS APPEAR IF A PLAYER IS MISSING THE RESOURCE PACK?
[TBC]

Using An Animation Resource Pack

To install an animation resource pack, paste it into the `resourcepack` folder.
If you have multiple animation packs, put any packs that override **default** animations at the top.

Creating A Community Pack Tack Set

To create an animation resource pack, see Creators' Corner.

Troubleshooting **COMING SOON**

If you experience an issue with animation packs in game, please follow this troubleshooting guide.

[EXPAND] Troubleshooting Errors

ANIMATION PACK TROUBLESHOOTING

FOLLOW EACH STEP CAREFULLY + NOTE ISSUES AS YOU GO. ONLY REQUEST HELP AFTER USING THIS!

COMING SOON

DO NOT UPLOAD PAID/PRIVATE PACKS WITH FILES FROM CREATORS WITHOUT CONSENT

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