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 This feature is available in **1.20.1-1.5+** and will **NOT** be backported to any outdated versions.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

## 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 <u>General Information.</u>

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**[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 <u>EACH STEP</u> CAREFULLY + NOTE ISSUES AS YOU GO. ONLY REQUEST HELP <u>AFTER</u> USING THIS!**

⬜ **COMING SOON**

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

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