

```

AnimTicksPerSecond {
    60;
}
AnimationSet Burg {

    Animation {
        {TorLinks}
        AnimationKey { // Rotation
            0;
            060;
            000; 4; 1.000000; 0.000000; 0.000000; 0.000000;;,
            059; 4; 0.700000; 0.000000; 0.866025; 0.000000;;;
        }
    }

    Animation {
        {TorRechts}
        AnimationKey { // Rotation
            0;
            060;
            060; 4; 1.000000; 0.000000; 0.000000; 0.000000;;,
            119; 4; 0.700000; 0.000000; -0.866025; 0.000000;;;
        }
    }

    Animation {
        {ZugBruecke}
        AnimationKey { // Rotation
            0;
            080;
            120; 4; 1.000000; 0.000000; 0.000000; 0.000000;;,
            199; 4; 0.750000; -0.650000; 0.000000; 0.000000;;;
        }
    }

    Animation {
        {Seil}
        AnimationKey { // Rotation
            0;
            080;
            120; 4; 1.000000; 0.000000; 0.000000; 0.000000;;,
            199; 4; 1.000000; 0.350000; 0.000000; 0.000000;;;
        }
        AnimationKey { // Scale
            1;
            080;
            120; 3; 1.000000; 1.000000; 1.000000;;,
            199; 3; 1.000000; 0.200000; 0.200000;;;
        }
    }

    Animation {
        {LichtBH}
        AnimationKey { // Scale

```

```
1;  
002;  
200; 3; 0.0; 0.0; 0.0;;,  
201; 3; 1.0; 1.0; 1.0;;;,  
}  
}  
}
```