

```

AnimTicksPerSecond {
    60;
}
AnimationSet Burg {

Animation {
    {TorLinks}
    AnimationKey { // Rotation
        0;
        10;
        000; 4; 1.000000; 0.000000; 0.000000; 0.000000;;,
        059; 4; 0.700000; 0.000000; 0.866025; 0.000000;;,
        060; 4; 0.700000; 0.000000; 0.866025; 0.000000;;,
        119; 4; 0.700000; 0.000000; 0.866025; 0.000000;;,
        120; 4; 0.700000; 0.000000; 0.866025; 0.000000;;,
        199; 4; 0.700000; 0.000000; 0.866025; 0.000000;;,
        200; 4; 0.700000; 0.000000; 0.866025; 0.000000;;,
        201; 4; 0.700000; 0.000000; 0.866025; 0.000000;;,
        202; 4; 0.700000; 0.000000; 0.866025; 0.000000;;,
        203; 4; 0.700000; 0.000000; 0.866025; 0.000000;;,
    }
}

Animation {
    {TorRechts}
    AnimationKey { // Rotation
        0;
        2;
        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;
        2;
        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;
        2;
        120; 4; 1.000000; 0.000000; 0.000000; 0.000000;;,
        199; 4; 1.000000; 0.350000; 0.000000; 0.000000;;,
    }
    AnimationKey { // Scale
        1;
        2;

```

```
120; 3; 1.000000; 1.000000; 1.000000;;,  
199; 3; 1.000000; 0.200000; 0.200000;;;,  
}  
}
```

```
Animation {  
  {LichtBH}  
  AnimationKey { // Scale  
    1;  
    2;  
    200; 3; 0.0; 0.0; 0.0;;,  
    201; 3; 1.0; 1.0; 1.0;;;,  
  }  
}
```

```
Animation {  
  {Lichtoben}  
  AnimationKey { // Scale  
    1;  
    2;  
    202; 3; 0.0; 0.0; 0.0;;,  
    203; 3; 1.0; 1.0; 1.0;;;,  
  }  
}  
}
```