ScmlObject <spriter_data>
Folder <folder>
File <file>
ObjectInfo <obj_info>
VarDef <var_defs>/<i>
CharacterMap <character_map>
MapInstruction <character_map>/<map>
Entity <entity>
TagDef <tag_list>/<i>
Animation <animation>
MainlineKey <mainline>/<key>
Ref <bone_ref> <object_ref>
* z_index is used only for <object_ref>
SpatialInfo <timeline>/<key>/<bone>
SpriteInfo <timeline>/<key>/<object>
TimelineKey <timeline>/<key>
Timeline <timeline>
Metadata <meta>
aka Object-scoped metadata
Varline <varline>
VarlineKey <varline>/<key>
Note: For variables, Spriter can only (reliably) export linear curve types.
TaglineKey <tagline>/<key>
TagInfo <tag>
SimpleKey <eventline>/<key>
Eventline <eventline>
aka Event-scoped metadata
Soundline <soundline>
SoundlineKey <soundline>/<key>
SpriterSound <soundline>/<key>/<object>
aka Entity-scoped metadata
Class name
Tag name
Primary Key
Foreign Key
Data Member
Type
Default
Attribute Tag Neither
Attribute or Tag Name
public enum ObjectType
sprite, bone, box, point, sound, entity, variable, spriterEvent
public enum CurveType
linear, instant, quadratic, cubic, quartic, quintic, bezier
public enum VarType
String, Int, Float