

# Emotions

Emotions are the chat smileys used in the in-game chat. Each smiley pack is stored as a DDS spritesheet ( `emotions.dds`, `emotions0.dds`, `emotions1.dds`, etc ) paired with a text file ( `emotions.txt`, `emotions0.txt`, `emotions1.txt`, etc ) that helps define where each smiley in the sheet starts and ends alongside their name and other necessary data.

Each sprite should be 40x40 pixels.

Example:



`emotions.txt` is utf-16 encoded.

```
0 3 "01" " 15 29 50
3 2 "02" " 15 25
5 7 "03" " 10 20 30 40 50 60 70
12 2 "04" " 20 30
```

14 3 "05" " 10 20 30  
17 7 "06" " 15 25 37 50 60 70 80  
24 6 "07" " 10 20 30 40 50 60  
30 3 "08" " 20 30 40  
...

Start Frame	Total Frames	"Name"	Timing for each frame?
0	3	"01" "	15 29 50
3	2	"02" "	15 25
5	7	"03" "	10 20 30 40 50 60 70

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