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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