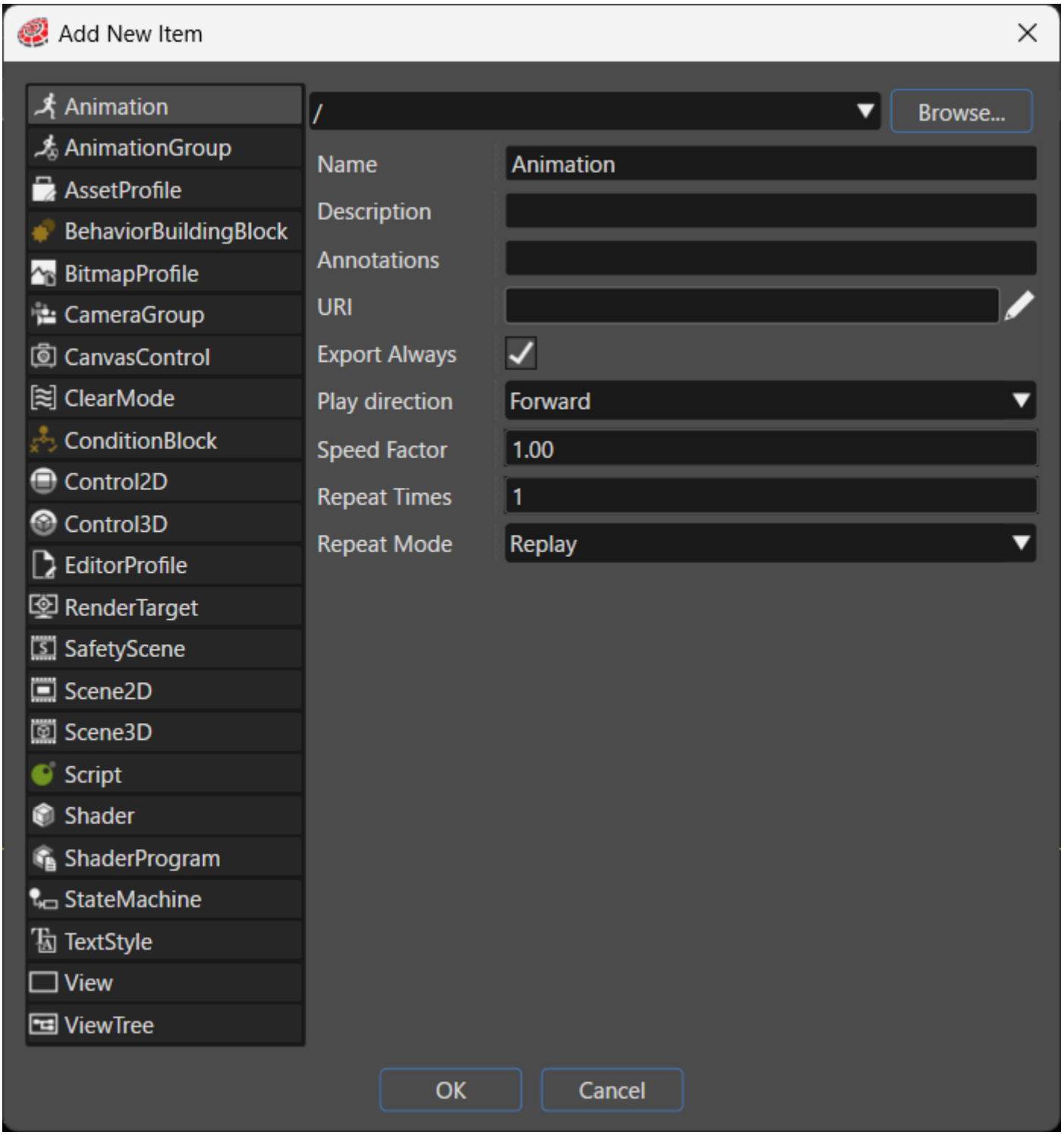
Animation

Adds a new animation to the solution.



Item	Description
Destination path	Specifies the folder in the solution where the system places the new item. Click **Browse...** to select an existing folder.

Item	Description
Name	Sets the name of the new item.
Description	Describes the new item in detail.
Annotations	Serves as storage for notes and other project-related information. The system exports the entered text to the HMI report.
URI	You can set any URI. If you enter a valid URI, clicking it launches the browser and displays the contents of the link.
Export Always	Specifies whether the system always includes this item as part of the asset.
Play direction	Specifies the playback direction of the animation. • **Forward**: Plays the animation in the forward direction. • **Reverse**: Plays the animation in the reverse direction.
Speed Factor	Sets the multiplier that increases or decreases the playback speed of the animation.
Repeat Times	Sets the number of times the animation repeats. Repeat means that the animation plays again after it ends. The default value is `1`, which means the animation does not repeat. When you set the value to `0`, the animation plays infinitely. Note that this property has no effect in Scene Composer.
Repeat Mode	Specifies the playback mode that applies when the animation repeats. • **Replay**: After playing to the end, the animation plays again from the beginning. • **Bounce**: After playing to the end, the animation reverses direction and plays back.

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