GE animation commands

Placemark

command	description	alias commands	example	default
#iconUrl	changes the current icon to the image specified	#icon	#icon clock-937	smiley
#scale	increases the size of the icon	#s	#scale 5	1
#duration	animation period in seconds, the icon will increase to the specified scale and is then rescaled to size 1	#d	#duration 7	0
#timeline	specifies which animations are on the same time line, this is relevant for a sequence of events	#tl	#timeline 2	1
#delayedStart	specifies when to start the animation event (seconds from the beginning of the animation)	#ds, #start	#start 9	-

Polygon

command	description	alias commands	example	default
#soundCue	specifies the music to be played in the background (mp3)	#sound, #music	#sound rock	PianoGuys-CelloSong
#duration	animation period in seconds, represents a delay in the execution	#d	#duration 7	0
#timeline	specifies which animations are on the same time line, this is relevant for a sequence of events	#tl	#timeline 2	1
#delayedStart	specifies when to start the animation event (seconds from the beginning of the animation)	#ds, #start	#start 9	0

Path

command	description	alias commands	example	default
#model	the model that moves along the path	#m	#m plane	car
#model_orientation	direction the model points to in degrees	#mo	#mo 180	-
#default_model	sets the model for this path and all subsequent models (unless the default_duration is changed later)	#dm	#dm truck	car
#duration	animation period in seconds, represents a delay in the execution	#d	#duration 7	5
#default_duration	sets the duration for this and all subsequent durations (unless the default_duration is changed later)			
#timeline	specifies which animations are on the same time line, this is relevant for a sequence of events	#tl	#timeline 2	1
#delayedStart	specifies when to start the animation event (seconds from the beginning of the animation)	#ds, #start	#start 9	-
#speed	speed of entity in meters per second (e.g. 36 km/h are 10 m/s) - note: #duration has priority	#velocity	#speed	1
#altitude	altitude the model will move on	#height, #h, #alt	#h 10	-
#trail	draws a trail of the path	#line	#trail 1	0
#fly	model will "take off" into the sky to the specified altitude, and land at the end of the path	#f	#fly 1	0

Getting started

1) Open Google Earth (or download GE)
2) Right-click: My Places >> Add >> Folder: my-first-test
3) Add a Path (or Placemark, Polygon) to this folder
4) e.g. Name: drive car; left-click to draw route
5) Enter command (e.g. #model car) into Description
6) Right-click on "my-first-test" folder >> Save places as ...
7) Ensure: Save as type is *.kml
8) Ensure that folder is Geanimation\kml sub-folder
9) Create animation using "GE animation"
10) Animation folder will automatical open in Google Earth, click "run animation"