

H_A_ (Male)

C4:

Empty hands:

A0A0=idle

A0A0_L=loiter

A0A1=run forward

A0A2=run backwards

A0A3=run backwards left

A0A4=run backwards right

A0A5=sneak against wall left

A0A6=sneak against wall right

A0B1=walk

A0B2=walk backwards

A0B3=walk left

A0B4=walk right

A0C1=sneak forward

A0C0=crouched

A0C1=crouched forward

A0C2=crouched left

A0C3=crouched right

A0C4=sneak crouched forward

A0C5=sneak left

A0C5=sneak right

A0D0=jump (air)

A0E0=balance on a rope

A0F0=taunt

A0J0=jump

A0L0=land?

A0S0=Turn around

Shoulder:

B0A0=idle

B0A0_L=loiter

B0A1=run forward

B0A2=run backwards

B0A3=run backwards left

B0A4=run backwards right

B0A5=standing, look towards left

B0A6=standing, look towards right

B0B1=walk

B0B2=walk backwards

B0B3=walk left

B0B4=walk right

B0C1=sneak forward
B0C0=crouched
B0C1=crouched forward
B0C2=crouched left
B0C3=crouched right
B0C4=sneak crouched forward
B0C5=sneak left
B0C5=sneak right
B0D0=jump (air)
B0E0=balance on a rope
B0F0=taunt
B0J0=jump
A0L0=land?

Hip:
C0A0

Launcher:
Animation set is missing!
E0A0

Handgun:
F0A0

Beacon:
A0A0

Misc:
412a=Hang on ladder
422=climb ladder up
4224=grab ladder from bottom
4243=let go ladder from bottom
4262=get to platform ladder up
4263=get to platform ladder down
432a=climb ladder down
611a=stun
BODYSLAM=nose dive
CRESENTCKICK=kick with right foot and swing
DEATHBLAST=death blast by explosion
DEATHBLAST2=death blast by explosion
FLMA=caught in flames
FLMB=death collapse in flames forward
FLMC=death collapse in flames backwards
FLIP=Flip jump
FAL8=falling
FLY=falling
FLYKICK=kick in air. "Scissors" kick.
G_0A1_01=running with both arms lifted

G_0A1_01=walking while looking around and swinging arms
LEGPAIN=Leg hurted
PUNCHCOMBO=Punch with both hands
SIDEKICK=karate kick
DIV=Dive
SLD=Dodge
DRAW=Draw weapon
DRAWC=Draw weapon
DSH=Dash
H=Get up
V=Vehicle transition
HOST=Prisoner
J=More loiters
