
Subject: Re: Animation names

Posted by [Jerad2142](#) on Wed, 02 Jan 2008 22:14:09 GMT

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///**DO NOT**\\

save it as s_a_human unless you want it to override the normal animations, save it as s_d_human or something like that.

As for finding what the animations are, boot up level editor and look through the animations in the vehicle transitions menu.
