

---

Subject: Complete guide to human animations in Renegade

Posted by [jonwil](#) on Sat, 11 May 2013 16:14:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

This is intended to be a guide to all the various human animations in Renegade using the information we have collected in the process of figuring out the soldier logic.

Dive animations: (from a list in the code, dont know which one is which)

H\_A\_SLD1\_01

H\_A\_SLD1\_02

H\_A\_SLD2\_01

H\_A\_SLD2\_02

H\_A\_SLD3\_01

H\_A\_SLD3\_02

H\_A\_SLD4\_01

H\_A\_SLD4\_02

Wound Animations: (from a list in the code, dont know which one is which)

H\_A\_811A

H\_A\_812A

H\_A\_821A

H\_A\_822A

H\_A\_831A

H\_A\_832A

H\_A\_841A

H\_A\_842A

H\_A\_851A

H\_A\_852A

H\_A\_861A

H\_A\_862A

H\_A\_871A

Death Animations: (from a list in the code, dont know which one is which)

H\_A\_622A

H\_A\_635A

H\_A\_622A

H\_A\_632A

H\_A\_623A

H\_A\_634A

H\_A\_624A

H\_A\_633A

H\_A\_623A

H\_A\_634A

H\_A\_624A

H\_A\_633A

H\_A\_612A

H\_A\_FLMB

H\_A\_FLMB

H\_A\_FLMB  
H\_A\_FLMB  
H\_A\_FLMB

H\_A\_V20A is used as an animation when a soldier gets into a vehicle of type BIKE.  
H\_A\_V10A is used as an animation when a soldier gets into a vehicle that is not of type BIKE.

Leg Styles: (the values are used as part of the animation name)

LEG\_STYLE\_STAND A0  
LEG\_STYLE\_RUN\_FORWARD A1  
LEG\_STYLE\_RUN\_BACKWARD A2  
LEG\_STYLE\_RUN\_LEFT A3  
LEG\_STYLE\_RUN\_RIGHT A4  
LEG\_STYLE\_TURN\_LEFT A5  
LEG\_STYLE\_TURN\_RIGHT A6  
LEG\_STYLE\_WALK\_FORWARD B1  
LEG\_STYLE\_WALK\_BACKWARD B2  
LEG\_STYLE\_WALK\_LEFT B3  
LEG\_STYLE\_WALK\_RIGHT B4  
LEG\_STYLE\_CROUCH C0  
LEG\_STYLE\_CROUCH\_MOVE\_FORWARD C1  
LEG\_STYLE\_CROUCH\_MOVE\_BACKWARD C2  
LEG\_STYLE\_CROUCH\_MOVE\_LEFT C3  
LEG\_STYLE\_CROUCH\_MOVE\_RIGHT C4  
LEG\_STYLE\_CROUCH\_TURN\_LEFT C5  
LEG\_STYLE\_CROUCH\_TURN\_RIGHT C6  
LEG\_STYLE\_JUMP\_UP J0  
LEG\_STYLE\_JUMP\_FORWARD J1  
LEG\_STYLE\_JUMP\_BACKWARD J2  
LEG\_STYLE\_JUMP\_LEFT J3  
LEG\_STYLE\_JUMP\_RIGHT J4  
LEG\_STYLE\_FLY\_STATIONARY Z0  
LEG\_STYLE\_FLY\_FORWARD Z1  
LEG\_STYLE\_FLY\_BACKWARD Z2  
LEG\_STYLE\_FLY\_LEFT Z3  
LEG\_STYLE\_FLY\_RIGHT Z4  
LEG\_STYLE\_FLY\_UP Z5  
LEG\_STYLE\_FLY\_DOWN Z6

Weapon Hold Styles: (again these are used as part of an animation name, yes these match the settings you set on the weapon in LE)

WEAPON\_HOLD\_STYLE\_C4 A0 A  
WEAPON\_HOLD\_STYLE\_NOT\_USED A0 B  
WEAPON\_HOLD\_STYLE\_AT\_SHOULDER C2 C  
WEAPON\_HOLD\_STYLE\_AT\_HIP D2 D  
WEAPON\_HOLD\_STYLE\_LAUNCHER E2 E  
WEAPON\_HOLD\_STYLE\_HANDGUN F2 F  
WEAPON\_HOLD\_STYLE\_BEACON A0 G

WEAPON\_HOLD\_STYLE\_EMPTY\_HANDS A0 H  
WEAPON\_HOLD\_STYLE\_AT\_CHEST B0 I  
WEAPON\_HOLD\_STYLE\_HANDS\_DOWN A0 J

For weapon animations, the code can use this pattern

H\_A\_?1\$\$/H\_A\_?2\$\$/H\_A\_?3\$\$ where ? is the second letter after the weapon hold style above and \$\$ is the value after the leg style. Or it can use the pattern H\_A\_??\$\$ where ?? is the first value after the weapon hold style and \$\$ is the value after the leg style.

For landing animations (landing after falling/jumping) the pattern is H\_A\_A0L? where ? can be 0/1/2/3/4 depending on the direction.

Ladders use H\_A\_412A, H\_A\_422A and H\_A\_432A

Fire special damage uses H\_A\_FLMA

Chem special damage uses h\_a\_6x01

Electric special damage uses h\_a\_6x05

Animation h\_a\_j12c is used when C4 is fired

The special Mendoza Boss object uses the animations H\_A\_FLMA, H\_A\_FLMB, H\_A\_H12C, H\_A\_A0A1, H\_A\_FLYKICK, H\_A\_CRESENTKICK, H\_A\_SIDEKICK, H\_A\_PunchCombo, H\_A\_690A, H\_A\_H11C, H\_A\_A0A0\_L50 and H\_A\_635A.

The special Raveshaw Boss object uses the animations H\_A\_BODYSLAM, H\_A\_FLY1, H\_A\_FLY2, H\_A\_FLY3, H\_A\_FLY4 and H\_A\_A0D0.

The SSGM CTF plugin uses the animations H\_A\_SIDEKICK, H\_A\_PUNCHCOMBO, H\_A\_A0A0\_L02, H\_A\_J22C, H\_A\_A0A0\_L23, H\_A\_A0A0\_L58, H\_A\_B0A0\_L05, H\_A\_A0A0\_L12, H\_A\_J14C, H\_A\_X33C, H\_A\_A0A0\_L22 and H\_A\_A0A0\_L24.

The stock scripts.dll references the following animations:

H\_A\_FLMA

H\_A\_6X05

H\_A\_X5D\_ParaT\_3

H\_A\_X5D\_ParaT\_2

H\_A\_X5D\_ParaT\_1

H\_A\_Host\_L2b

H\_A\_A0L0\_L51

H\_A\_a0f0

H\_A\_HOST\_L1B

H\_A\_J12C

H\_A\_A0A0\_L08

h\_a\_con2

H\_A\_6X01

H\_A\_TroopDrop

H\_A\_601A

H\_A\_613A

H\_A\_442A

H\_A\_V11A  
H\_A\_V42A  
H\_A\_J12C  
H\_A\_J11C  
H\_A\_J14C  
H\_A\_J15C  
H\_A\_J22C  
H\_A\_J24C  
H\_A\_J33C  
H\_A\_X33C  
H\_A\_A0A0\_L13  
H\_A\_A0A0\_L05  
H\_A\_A0A0\_L04  
H\_A\_A0A0\_L03  
H\_A\_A0A0\_L02  
H\_A\_A0A0\_L01  
H\_A\_J21C  
H\_A\_A0A0\_L52  
H\_A\_A0A0\_L36  
H\_A\_A0A0\_L21  
H\_A\_A0A0\_L20  
H\_A\_J27C  
H\_A\_J23C  
H\_A\_J01C  
H\_A\_X1E\_Run  
H\_A\_J13C  
H\_A\_J13B  
H\_A\_Host\_L2c  
H\_A\_Host\_L2b  
H\_A\_Host\_L1c  
H\_A\_Host\_L1b  
H\_A\_A0C0  
H\_A\_J26C  
H\_A\_J18C  
H\_A\_B26A  
H\_A\_J19A  
H\_A\_J19C  
H\_A\_J19S  
H\_A\_A0A0\_L56  
H\_A\_A0A0\_L34  
H\_A\_632A  
H\_A\_611A  
H\_A\_622A  
H\_A\_H13C  
H\_A\_H11C  
H\_A\_J06C  
H\_A\_7002  
H\_A\_HOST\_L1A

H\_A\_HOST\_L2A  
H\_A\_B22A  
H\_A\_J21C  
H\_A\_J11C  
H\_A\_A0A0\_L04  
H\_A\_A0A0\_L02  
H\_A\_A0F0  
H\_A\_B93A  
H\_A\_B92A  
H\_A\_B91A  
H\_A\_4243  
H\_A\_A0A0\_L28A  
H\_A\_A0A0\_L28B  
H\_A\_J12C  
H\_A\_601A  
H\_A\_7002  
H\_A\_j13c  
H\_A\_XG\_NAPC\_OUT  
h\_a\_b0c0  
H\_A\_A0F0  
H\_A\_J26C  
h\_a\_a0a0\_l26db  
h\_a\_a0a0\_l26da  
h\_a\_a0a0\_l26dc  
h\_a\_891a  
H\_A\_A0A0\_L51  
H\_A\_X9C\_SUIT  
H\_A\_A0A0\_L28B  
H\_A\_A0A0\_L28C  
H\_A\_4243  
H\_a\_X11D\_repel  
H\_A\_A0A0\_L32  
H\_A\_A0A0\_L53

Objects.ddb references animations in a few places (Human Loiter, Human Anim Override and some others) but I dont have the time to document all of them.

In addition to this, the stock maps (Single Player specifically) may reference animations either through cinematics or through scripts attached to stuff but again I dont have time to document all of them.

If anyone has any questions, wants more information or wants to know what the game does a specific animation (or what animation the game uses in a specific circumstance) please let me know and I will see what I can find out.

Or if anyone has any info to add to this, feel free to add it here