
Subject: human animations

Posted by [jonwil](#) on Wed, 28 Apr 2004 07:44:01 GMT

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Does anyone know which h_a_xxx animation files are for what actions?

Subject: human animations

Posted by [ericlaw02](#) on Wed, 28 Apr 2004 07:49:59 GMT

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Level edit's transitions tab thingy lets you to see all the human animations....

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Posted by [PsycoArmy](#) on Wed, 28 Apr 2004 11:51:57 GMT

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Dude theres way to many to list, i would but too much, theres a whole set for each gun type, etc... I usually just open them all up and go through them and make them 1 by 1 than save it as the same file nameish. This didnt help so sorry.

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Posted by [jonwil](#) on Wed, 28 Apr 2004 13:58:47 GMT

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ok, can someone point me at some specific ones.

Specificly I am looking for:

1.any H_A_xxx animations that go with the Chem Sprayer weapon
and 2.various generic basic animations (things like walking, running, climbing, standing still etc)

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Posted by [Slash0x](#) on Wed, 28 Apr 2004 15:20:48 GMT

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Just edit any vehicle and move the character so that you can see him. Click down on the drop list of the trans and the animations will show where the character is. Just for testing purposes, of course...
