
Subject: Re: Human animation names and their meanings
Posted by [Deactivated](#) on Thu, 02 Sep 2004 16:51:15 GMT
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Havoc 89Kool stuff but... why are there 2 animations named the same if they do different things?

SeaMan
A0C1=sneak forward
A0C0=crouched
A0C1=crouched forward

and is "V=Vehicle transition" an animation for the character hopping into the vehicle?

Typo. I have not finished the list yet.

Yes, V62 is one of them. Only two of them are left in Renegade. More animations are included with the old Renegade assets pack.
