

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

Subject: Human animation names and their meanings
Posted by [Hav0c](#) on Thu, 02 Sep 2004 11:14:35 GMT
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Subject: Human animation names and their meanings
Posted by [WNxCABAL](#) on Thu, 02 Sep 2004 11:29:13 GMT
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I wonder....
if it will be possible to re-create CarnageClubXtreme and have characters do the boogy!

Subject: Human animation names and their meanings
Posted by [WNxCABAL](#) on Thu, 02 Sep 2004 13:56:59 GMT
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wow, nice one seaman, I see you have been busy today updating the list!

Subject: Re: Human animation names and their meanings
Posted by [Havoc 89](#) on Thu, 02 Sep 2004 16:42:28 GMT
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Kool 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?

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.

Subject: Human animation names and their meanings
Posted by [Slash0x](#) on Thu, 02 Sep 2004 18:00:21 GMT
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I looked at these before and Havoc looks funny in several animations. And of course, there are those unique few that don't exist so they crash LE.

Subject: Human animation names and their meanings
Posted by [tooncy](#) on Thu, 02 Sep 2004 20:15:06 GMT
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Hmm... do you think it would be possible to impliment some of those death animations. I think it would be awesome to fall to the ground burining if you get torched by a flame thrower.

Subject: Human animation names and their meanings
Posted by [icedog90](#) on Fri, 03 Sep 2004 06:46:10 GMT
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toonyHmm... do you think it would be possible to impliment some of those death animations. I think it would be awesome to fall to the ground burining if you get torched by a flame thrower.

Or get thrown by an explosion.

Also, notice:

SeaMan
FAL8=falling

Was this meant for falling down from cliffs?

Subject: Human animation names and their meanings
Posted by [BabyCatjuhh](#) on Fri, 03 Sep 2004 07:47:25 GMT
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Wow, it'd be so cool if this could be implemented in Ren, or editted so it could be enabled.

Subject: Human animation names and their meanings
Posted by [WNxCABAL](#) on Fri, 03 Sep 2004 13:57:40 GMT
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CP1!!!!
