Subject: Complete guide to human animations in Renegade
Posted by jonwil on Sat, 11 May 2013 16:14:01 GMT
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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

## Subject: Re: Complete guide to human animations in Renegade
Posted by Jerad2142 on Mon, 19 May 2014 13:52:50 GMT
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```
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
```

C2 is for aiming flat C3 is aiming up, and C1 is aiming down, the animations are then blended together as the infantry moves its aim up and down. Same applies to D E and F.

```
H_0_1234
0: Skeleton
1: weapon hold style
2: Weapon Aim angle (doesn't apply to A or B)
3: Action (walking, running, landing, jumping ect.)
4: movement direction
```

## Subject: Re: Complete guide to human animations in Renegade
Posted by Jerad2142 on Wed, 09 Jul 2014 12:27:59 GMT
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WEAPON_HOLD_STYLE_NOT_USED (B) is actually used whenever you move around without firing for long periods of time, its the relaxed animation.