1)Shotgun03 and 04 can be used loopable fire before playing 05 and 06 which is a stylish finishing shot recoil on the last shot that looks best if Zaku is pushed away by recoil.

2)Since Zaku uses 2 hands for weapons, I simplified for ease for you to place by having the same central Center for all arms/weapons, and that is the right shoulder. You’ll just need to modify the output location of some weapons.

HeatHawk (Tricky because when I first made this attack it was never considered the basic Zaku would have a custom Load out.) The MG has a 8 Frames while the rest only have 7. The glow frames are paired

To Try to make this as least confusing as possible I just will list what frames for each weapon: (Glow Frames ZakuHeatHawk09-14 always start on ZakuHeatHawk01 and paired with next listed weapon Frame in sequence.)

HeatHawk Equip Idle: ZakuHeatHawk19

MG: ZakuHeatHawk14, ZakuHeatHawk00-07

SMG: ZakuHeatHawk00-06, ZakuHeatHawk17

SAW: ZakuHeatHawk00-06, ZakuHeatHawk16

BstRifle: ZakuHeatHawk00-06, ZakuHeatHawk18

Revolver: ZakuHeatHawk00-06, ZakuHeatHawk15

Heat Hawk Glowframes:

ZakuHeatHawk09-14

Bazooka Idle Equip Position=

Zbazooka

Bazooka Fire:

Zbazooka00-07

Hammer Equip/Idle Position

ZakuHammer00

Hammer EMP Lighting Blast:

ZakuHammer01-07

Hammer Blast Strike:

ZakuHammer08-11

Sniper Rifle Equip Idle:

ZakuSniper00

Sniper Fire:

ZakuSniper01-03

Shotgun Idle/Equip:

ZakuShtogun00

Shotgun Fire:

ZakuShotgun01-06

SMG Idle:

ZakuSMG00

SMG Fire:

ZakuSMG00-01

SMGReload:

ZakuSMG02-10

ZakuSAW Idle:

ZakuSAW00

ZakuSAW Fire:

ZakuSAW00-01 Looped

SAW Reload:

ZakuSAW02-12

Revolver Equip:

ZakuRevolver00-10

Revolver Idle-Fire

ZakuRevolver00

ZakuRevolver11-14

Revolver Reload:

ZakuRevolver15-34

Machine Gun Idle/Fire:

ZakuMG00

ZakuMG00-01

MachineGun Reload:

ZakuMG02-12

Burst Rifle Idle/Fire:

ZakuBstRifle00

ZakuBstRifle00-01

Burst Rifle Reload:

ZakuBstRifle02-12