PISTOL PRO 2.7A ANIMATION LIST

All Animations Included as Root Motion and In-Place (IPC)

NAME		DESCRIPTION
STANDS, TURNS, JUMP, FIDGETS, TRANSITIONS		
W1_Stand_Aim_Idle	-	Stand Aiming loop
W1_Stand_Aim_L_45	-	Stand Aim in-place turn left 45
W1_Stand_Aim_R_45	-	Stand Aim in-place turn right 45
W1_Stand_Aim_L_90	-	Stand Aim in-place turn left 90
W1_Stand_Aim_R_90	-	Stand Aim in-place turn right 90
W1_Stand_Aim_L_135	-	Stand Aim in-place turn left 135
W1_Stand_Aim_R_135	-	Stand Aim in-place turn right 135
W1_Stand_Aim_L_180	-	Stand Aim in-place turn left 180
W1_Stand_Aim_R_180	-	Stand Aim in-place turn right 180
W1_Stand_Aim_Jump	-	Stand Aim in-place Jump
W1_Stand_Aim_Fgt_v1	-	Stand Aim look around variation 1
W1_Stand_Aim_Fgt_v2	-	Stand Aim look around variation 2
W1_Stand_Aim_Fgt_v3	-	Stand Aim look around variation 3
W1_Stand_Aim_Fgt_v4	-	Stand Aim look around variation 4
W1_Stand_Aim_To_Relaxed	-	Stand Aim transition to Stand Relaxed
W1_Stand_Aim_To_Walk_Aim_F	-	Stand Aim to Walk Aim Forward
W1_Stand_Aim_To_Walk_Aim_B	-	Stand Aim to Walk Aim Left strafe
W1_Stand_Aim_To_Walk_Aim_L	-	Stand Aim to Walk Aim Right strafe
W1_Stand_Aim_To_Walk_Aim_R	-	Stand Aim to Walk Aim Backward
W1_Stand_Aim_To_Walk_Aim_L45_Fwd	-	Stand Aim, turn 45 left to Walk Aim Forward
W1_Stand_Aim_To_Walk_Aim_L90_Fwd	-	Stand Aim, turn 90 left to Walk Aim Forward
W1_Stand_Aim_To_Walk_Aim_L135_Fwd	-	Stand Aim, turn 135 left to Walk Aim Forward
W1_Stand_Aim_To_Walk_Aim_L180_Fwd	-	Stand Aim, turn 180 left to Walk Aim Forward
W1_Stand_Aim_To_Walk_Aim_R45_Fwd	-	Stand Aim, turn 45 right to Walk Aim Forward
W1_Stand_Aim_To_Walk_Aim_R90_Fwd	-	Stand Aim, turn 90 right to Walk Aim Forward
W1_Stand_Aim_To_Walk_Aim_R135_Fwd	-	Stand Aim, turn 135 right to Walk Aim Forward
W1_Stand_Aim_To_Walk_Aim_R180_Fwd	-	Stand Aim, turn 180 right to Walk Aim Forward
W1_Stand_Aim_To_Jog_Aim_F	-	Stand Aim to Jog Aim Forward
W1_Stand_Aim_To_Jog_Aim_B	-	Stand Aim to Jog Aim Left strafe
W1_Stand_Aim_To_Jog_Aim_L	-	Stand Aim to Jog Aim Right strafe
W1_Stand_Aim_To_Jog_Aim_R	-	Stand Aim to Jog Aim Backward
W1_Stand_Aim_To_Jog_Aim_L45_Fwd	-	Stand Aim, turn 45 left to Jog Aim Forward
W1_Stand_Aim_To_Jog_Aim_L90_Fwd	-	Stand Aim, turn 90 left to Jog Aim Forward
W1_Stand_Aim_To_Jog_Aim_L135_Fwd	-	Stand Aim, turn 135 left to Jog Aim Forward
W1_Stand_Aim_To_Jog_Aim_L180_Fwd	-	Stand Aim, turn 180 left to Jog Aim Forward
W1_Stand_Aim_To_Jog_Aim_R45_Fwd	-	Stand Aim, turn 45 right to Jog Aim Forward
W1_Stand_Aim_To_Jog_Aim_R90_Fwd	-	Stand Aim, turn 90 right to Jog Aim Forward
W1_Stand_Aim_To_Jog_Aim_R135_Fwd	-	Stand Aim, turn 135 right to Jog Aim Forward
W1_Stand_Aim_To_Jog_Aim_R180_Fwd	-	Stand Aim, turn 180 right to Jog Aim Forward
W1_Stand_Relaxed_Idle	-	Stand Relaxed with Pistol loop
W1_Stand_Relaxed_L_45	-	Stand Relaxed in-place turn left 45
W1_Stand_Relaxed_R_45	-	Stand Relaxed in-place turn right 45
W1_Stand_Relaxed_L_90	-	Stand Relaxed in-Place turn left 90
W1_Stand_Relaxed_R_90	-	Stand Relaxed in-place turn right 90
W1_Stand_Relaxed_L_135	-	Stand Relaxed in-place turn left 135
W1_Stand_Relaxed_R_135	-	Stand Relaxed in-place turn right 135
W1_Stand_Relaxed_L_180	-	Stand Relaxed in-place turn left 180
W1_Stand_Relaxed_R_180	-	Stand Relaxed in-place turn right 180
W1_Stand_Relaxed_Jump	-	Stand Relaxed jump in-place
W1_Stand_Relaxed_Fgt_v1	-	Stand Relaxed look around
W1_Stand_Relaxed_Fgt_v2	-	Stand Relaxed look around
W1_Stand_Relaxed_Fgt_v3	-	Stand Relaxed look around
W1_Stand_Relaxed_Fgt_v4	-	Stand Relaxed look around
W1_Stand_Relaxed_To_Aim	-	Stand Relaxed transition to Stand Aim
W1_Stand_Relaxed_Death_F	-	Stand Relaxed death fall forward
W1_Stand_Relaxed_Death_B	-	Stand Relaxed death fall backward
W1_Stand_Relaxed_Death_B_Fly	-	Stand Relaxed death fly backward
W1_Stand_Relaxed_Death_L	-	Stand Relaxed death fall left
W1_Stand_Relaxed_Death_R	-	Stand Relaxed death fall right
W1_Stand_Relaxed_To_Walk_F	-	Stand Relaxed to Walk Forward
W1_Stand_Relaxed_To_Walk_B	-	Stand Relaxed to Walk Backward
W1_Stand_Relaxed_To_Walk_L	-	Stand Relaxed to Walk Left strafe
W1_Stand_Relaxed_To_Walk_R	-	Stand Relaxed to Walk Right strafe
W1_Stand_Relaxed_To_Walk_L45_Fwd	-	Stand Relaxed, turn 45 left to Walk Forward
W1_Stand_Relaxed_To_Walk_L90_Fwd	-	Stand Relaxed, turn 90 left to Walk Forward
W1_Stand_Relaxed_To_Walk_L135_Fwd	-	Stand Relaxed, turn 135 left to Walk Forward

W1_Stand_Relaxed_To_Walk_L180_Fwd	-	Stand Relaxed, turn 180 left to Walk Forward
W1_Stand_Relaxed_To_Walk_R45_Fwd	-	Stand Relaxed, turn 45 right to Walk Forward
W1_Stand_Relaxed_To_Walk_R90_Fwd	-	Stand Relaxed, turn 90 right to Walk Forward
W1_Stand_Relaxed_To_Walk_R135_Fwd	-	Stand Relaxed, turn 135 right to Walk Forward
W1_Stand_Relaxed_To_Walk_R180_Fwd	-	Stand Relaxed, turn 180 right to Walk Forward
W1_Stand_Relaxed_To_Jog_F	-	Stand Relaxed to Jog Forward
W1_Stand_Relaxed_To_Jog_B	-	Stand Relaxed to Jog Backward
W1_Stand_Relaxed_To_Jog_L	-	Stand Relaxed to Jog Left strafe
W1_Stand_Relaxed_To_Jog_R	-	Stand Relaxed to Jog Right strafe
W1_Stand_Relaxed_To_Jog_L45_Fwd	-	Stand Relaxed, turn 45 left to Jog Forward
W1_Stand_Relaxed_To_Jog_L90_Fwd	-	Stand Relaxed, turn 90 left to Jog Forward
W1_Stand_Relaxed_To_Jog_L135_Fwd	-	Stand Relaxed, turn 135 left to Jog Forward
W1_Stand_Relaxed_To_Jog_L180_Fwd	-	Stand Relaxed, turn 180 left to Jog Forward
W1_Stand_Relaxed_To_Jog_R45_Fwd	-	Stand Relaxed, turn 45 right to Jog Forward
W1_Stand_Relaxed_To_Jog_R90_Fwd	-	Stand Relaxed, turn 90 right to Jog Forward
W1_Stand_Relaxed_To_Jog_R135_Fwd	-	Stand Relaxed, turn 135 right to Jog Forward
W1_Stand_Relaxed_To_Jog_R180_Fwd	-	Stand Relaxed, turn 180 right to Jog Forward
W1_Stand_Relaxed_To_Run_F	-	Stand Relaxed to Run Forward
W1_Stand_Relaxed_To_Run_L	-	Stand Relaxed to Run Left strafe
W1_Stand_Relaxed_To_Run_R	-	Stand Relaxed to Run Right strafe
W1_Stand_Relaxed_To_Run_L45_Fwd	-	Stand Relaxed, turn 45 left to Run Forward
W1_Stand_Relaxed_To_Run_L90_Fwd	-	Stand Relaxed, turn 90 left to Run Forward
W1_Stand_Relaxed_To_Run_L135_Fwd	-	Stand Relaxed, turn 135 left to Run Forward
W1_Stand_Relaxed_To_Run_L180_Fwd	-	Stand Relaxed, turn 180 left to Run Forward
W1_Stand_Relaxed_To_Run_R45_Fwd	-	Stand Relaxed, turn 45 right to Run Forward
W1_Stand_Relaxed_To_Run_R90_Fwd	-	Stand Relaxed, turn 90 right to Run Forward
W1_Stand_Relaxed_To_Run_R135_Fwd	-	Stand Relaxed, turn 135 right to Run Forward
W1_Stand_Relaxed_To_Run_R180_Fwd	-	Stand Relaxed, turn 180 right to Run Forward

TURN LOOPS

All Turn Loops are 20 frames(0.67 seconds), IPC linear 45 degress Yaw.

W1_Stand_Aim_Turn_In_Place_L_Loop	-	Stand Aim in-place turn left 45 continuous Loop
W1_Stand_Aim_Turn_In_Place_R_Loop	-	Stand Aim in-place turn right 45 continuous Loop
W1_Stand_Rlx_Turn_In_Place_L_Loop	-	Stand Relaxed in-place turn left 45 continuous Loop
W1_Stand_Rlx_Turn_In_Place_R_Loop	-	Stand Relaxed in-place turn right 45 continuous Loop
W1_Crouch_Aim_Turn_In_Place_L_Loop	-	Crouch Aim in-place turn left 45 continuous Loop
W1_Crouch_Aim_Turn_In_Place_R_Loop	-	Crouch Aim in-place turn right 45 continuous Loop
W1_Crouch_Rlx_Turn_In_Place_L_Loop	-	Crouch Relaxed in-place turn left 45 continuous Loop
W1_Crouch_Rlx_Turn_In_Place_R_Loop	-	Crouch Relaxed in-place turn right 45 continuous Loop

AIM OFFSETS

W1_Stand_Aim_Point_Center	-	Stand aim center, offset pose
W1_Stand_Aim_Point_D45	-	Stand aim forward, offset pose
W1_Stand_Aim_Point_D90	-	Stand aim down 90, offset pose
W1_Stand_Aim_Point_L45	-	Stand aim left 45, offset pose
W1_Stand_Aim_Point_L90	-	Stand aim left 90, offset pose
W1_Stand_Aim_Point_LD45	-	Stand aim left and down 45, offset pose
W1_Stand_Aim_Point_LD90	-	Stand aim left and down 90, offset pose
W1_Stand_Aim_Point_LU45	-	Stand aim left and up 45, offset pose
W1_Stand_Aim_Point_LU90	-	Stand aim left and up 90, offset pose
W1_Stand_Aim_Point_R45	-	Stand aim right 45, offset pose
W1_Stand_Aim_Point_R90	-	Stand aim right 90, offset pose
W1_Stand_Aim_Point_RD45	-	Stand aim right and down 45, offset pose
W1_Stand_Aim_Point_RD90	-	Stand aim right and down 90, offset pose
W1_Stand_Aim_Point_RU45	-	Stand aim right and up 45, offset pose
W1_Stand_Aim_Point_RU90	-	Stand aim right and up 90, offset pose
W1_Stand_Aim_Point_U45	-	Stand aim up 45, offset pose
W1_Stand_Aim_Point_U90	-	Stand aim up 90, offset pose
W1_Stand_Relaxed_Look_Center	-	Stand Relaxed look forward, offset pose
W1_Stand_Relaxed_Look_D90	-	Stand Relaxed look down 90, offset pose
W1_Stand_Relaxed_Look_L90	-	Stand Relaxed look left 90, offset pose
W1_Stand_Relaxed_Look_LD45	-	Stand Relaxed look left and down 45, offset pose
W1_Stand_Relaxed_Look_LU45	-	Stand Relaxed look left and up 45, offset pose
W1_Stand_Relaxed_Look_R90	-	Stand Relaxed look right 90, offset pose
W1_Stand_Relaxed_Look_RD45	-	Stand Relaxed look right and down 45, offset pose
W1_Stand_Relaxed_Look_RU45	-	Stand Relaxed look right and up 45, offset pose
W1_Stand_Relaxed_Look_U90	-	Stand Relaxed look up 90, offset pose
W1_Crouch_Aim_Point_Center	-	Crouch aim forward, offset pose
W1_Crouch_Aim_Point_D90	-	Crouch aim down 90, offset pose
W1_Crouch_Aim_Point_L90	-	Crouch aim left 90, offset pose
W1_Crouch_Aim_Point_LD45	-	Crouch aim left and down 45, offset pose
W1_Crouch_Aim_Point_LD90	-	Crouch aim left and down 90, offset pose
W1_Crouch_Aim_Point_LU45	-	Crouch aim left and up 45, offset pose

W1_Crouch_Aim_Point_LU90	-	Crouch aim left and up 90, offset pose
W1_Crouch_Aim_Point_R90	-	Crouch aim right 90, offset pose
W1_Crouch_Aim_Point_RD45	-	Crouch aim right and down 45, offset pose
W1_Crouch_Aim_Point_RD90	-	Crouch aim right and down 90, offset pose
W1_Crouch_Aim_Point_RU45	-	Crouch aim right and up 45, offset pose
W1_Crouch_Aim_Point_RU90	-	Crouch aim right and up 90, offset pose
W1_Crouch_Aim_Point_U90	-	Crouch aim up 90, offset pose
W1_Crouch_Look_Center	-	Crouch look forward, offset pose
W1_Crouch_Look_D90	-	Crouch look down 90, offset pose
W1_Crouch_Look_L90	-	Crouch look left 90, offset pose
W1_Crouch_Look_LD45	-	Crouch look left and down 45, offset pose
W1_Crouch_Look_LU45	-	Crouch look left and up 45, offset pose
W1_Crouch_Look_R90	-	Crouch look right 90, offset pose
W1_Crouch_Look_RD45	-	Crouch look right and down 45, offset pose
W1_Crouch_Look_RU45	-	Crouch look right and up 45, offset pose
W1_Crouch_Look_U90	-	Crouch look up 90, offset pose

FIRE, RELOAD, HOLSTER, SWAPS

LEGACY

NW_Stand_Relaxed_Pistol_Idle	-	Stand Relaxed with no weapon loop
W1_Stand_Relaxed_Holster	-	Stand Relaxed put slinged Pistol away to back side
W1_Stand_Relaxed_Unholster	-	Get Pistol from back side to Stand Relaxed
W1_Stand_Aim_Holster	-	Stand Aim put Pistol away to back side
W1_Stand_Aim_Unholster	-	Get Pistol from back side to Stand Aim

NEW

HOLSTER - Mobility Pack Connections		(@30fps, 3 frames = 0.1 seconds) (Delay = frames/3 x 0.1)	Rifle Holster Frame	Pistol Holster Frame	Rifle Holster Delay - Seconds	Pistol Holster Delay - Seconds
W1_Rlx_Equip_Get_From_MOB	-	From MOB Stand - Unholster Pistol to Relaxed		11		0.37
W1_Rlx_Equip_Return_To_MOB	-	From Relaxed - Holster Pistol to MOB Stand		19		0.63
W1_Aim_Equip_Get_From_MOB	-	From MOB Stand - Unholster Pistol to Aim		7		0.23
W1_Aim_Equip_Return_To_MOB	-	From Aim - Holster Pistol to MOB Stand		19		0.63
W1_Crouch_Equip_Get_From_MOB	-	From MOB Crouch - Unholster Pistol to Crouch		12		0.40
W1_Crouch_Equip_Return_To_MOB	-	From Crouch - Holster Pistol to MOB Crouch		22		0.73
W1_Crouch_Aim_Equip_Get_From_MOB	-	From MOB Crouch - Unholster Pistol to Crouch Aim		13		0.43
W1_Crouch_Aim_Equip_Return_To_MOB	-	From Crouch Aim - Holster Pistol to MOB Crouch		16		0.53

Pistol/Pistol Swaps		(@30fps, 3 frames = 0.1 seconds) (Delay = frames/3 x 0.1)	Rifle Holster Frame	Pistol Holster Frame	Rifle Holster Delay - Seconds	Pistol Holster Delay - Seconds
W1_Stand_Aim_Swap_To_W2	-	Pistol Stand Aim swap to Pistol Stand Aim	38	23	1.27	0.77
W1_Stand_Rlx_Swap_To_W2	-	Pistol Stand Relaxed swap to Pistol Stand Relaxed	45	30	1.50	1.00
W1_Crouch_Aim_Swap_To_W2	-	Pistol Crouch Aim swap to Pistol Crouch Aim	38	23	1.27	0.77
W1_Crouch_Rlx_Swap_To_W2	-	Pistol Crouch Relaxed swap to Pistol Crouch Relaxed	45	30	1.50	1.00
W2_Stand_Aim_Swap_To_W1	-	Pistol Stand Aim swap to Pistol Stand Aim	18	33	0.60	1.10
W2_Stand_Rlx_Swap_To_W1	-	Pistol Stand Relaxed swap to Pistol Stand Relaxed	18	33	0.60	1.10
W2_Crouch_Aim_Swap_To_W1	-	Pistol Crouch Aim swap to Pistol Crouch Aim	18	33	0.60	1.10
W2_Crouch_Rlx_Swap_To_W1	-	Pistol Crouch Relaxed swap to Pistol Crouch Relaxed	18	33	0.60	1.10

Firing, Reloads

W1_Stand_Fire_Continuous	-	Stand firing continuous loop
W1_Stand_Fire_Single	-	Stand firing single round
W1_Stand_Fire_Powerful	-	Stand firing single round, big recoil
W1_Stand_Aim_Reload	-	Stand Aim reload
W1_Stand_Relaxed_Reload	-	Stand Relaxed reload
W1_Stand_Aim_Unjam	-	Stand Aim unjam
W1_Stand_Relaxed_Unjam	-	Stand Relaxed unjam
W1_Crouch_Aim_Reload	-	Crouch Aim reload
W1_Crouch_Rlx_Reload	-	Crouch Relaxed reload
W1_Crouch_Fire_Continuous	-	Crouch firing continuous loop
W1_Crouch_Fire_Single	-	Crouch firing single round
W1_Crouch_Fire_Powerful	-	Crouch firing single round, big recoil

WALKS, TURNS, JUMPS, TRANSITIONS

W1_Walk_Aim_F_Loop	-	Walk Aim forward loop
W1_Walk_Aim_B_Loop	-	Walk Aim backward loop
W1_Walk_Aim_L_Loop	-	Walk Aim Strafe left loop
W1_Walk_Aim_L_BkPd_Loop	-	Walk Aim Strafe left Backpedal loop
W1_Walk_Aim_R_Loop	-	Walk Aim Strafe right loop
W1_Walk_Aim_R_BkPd_Loop	-	Walk Aim Strafe right Backpedal loop
W1_Walk_Aim_BL_BkPd_Loop	-	Walk Aim Strafe 135 back and left backpedal loop
W1_Walk_Aim_BR_BkPd_Loop	-	Walk Aim Strafe 135 back and right backpedal loop

W1_Walk_Aim_FL_Loop	-	Walk Aim Strafe 45 forward and left loop
W1_Walk_Aim_FR_Loop	-	Walk Aim Strafe 45 forward and right loop
W1_Walk_Aim_L_CIR_Loop	-	Walk Aim left circle loop
W1_Walk_Aim_R_CIR_Loop	-	Walk Aim right circle loop
W1_Walk_Aim_F_Jump	-	Walk Aim forward jump - Long Un-Edited Motion
W1_Walk_Aim_F_Jump_LU	-	Walk Aim forward jump left foot up
W1_Walk_Aim_F_Jump_RU	-	Walk Aim forward jump right foot up
W1_Walk_Aim_L_Jump	-	Walk Aim Strafe left jump - Long Un-Edited Motion
W1_Walk_Aim_L_Jump_LU	-	Walk Aim Strafe left jump left foot up
W1_Walk_Aim_L_Jump_RU	-	Walk Aim Strafe left jump right foot up
W1_Walk_Aim_R_Jump	-	Walk Aim Strafe right jump - Long Un-Edited Motion
W1_Walk_Aim_R_Jump_LU	-	Walk Aim Strafe right jump left foot up
W1_Walk_Aim_R_Jump_RU	-	Walk Aim Strafe right jump right foot up
W1_Walk_Aim_B_Jump	-	Walk Aim back jump - Long Un-Edited Motion
W1_Walk_Aim_B_Jump_LU	-	Walk Aim back jump left foot up
W1_Walk_Aim_B_Jump_RU	-	Walk Aim back jump right foot up
W1_Walk_Aim_F_to_Stand_Aim_LU	-	Walk Aim Forward, transition left foot up to Stand Aim
W1_Walk_Aim_F_to_Stand_Aim_RU	-	Walk Aim Forward, transition right foot up to Stand Aim
W1_Walk_Aim_B_to_Stand_Aim_LU	-	Walk Aim Backward, transition left foot up to Stand Aim
W1_Walk_Aim_B_to_Stand_Aim_RU	-	Walk Aim Backward, transition right foot up to Stand Aim
W1_Walk_Aim_L_to_Stand_Aim_LU	-	Walk Aim Left Strafe, transition left foot up to Stand Aim
W1_Walk_Aim_L_to_Stand_Aim_RU	-	Walk Aim Left Strafe, transition right foot up to Stand Aim
W1_Walk_Aim_R_to_Stand_Aim_LU	-	Walk Aim Right Strafe, transition left foot up to Stand Aim
W1_Walk_Aim_R_to_Stand_Aim_RU	-	Walk Aim Right Strafe, transition right foot up to Stand Aim
W1_Walk_F_Loop	-	Walk Relaxed forward loop
W1_Walk_B_Loop	-	Walk Relaxed backward loop
W1_Walk_L_Loop	-	Walk Relaxed Strafe left loop
W1_Walk_L_BkPd_Loop	-	Walk Relaxed Strafe left Backpedal loop
W1_Walk_R_Loop	-	Walk Relaxed Strafe right loop
W1_Walk_R_BkPd_Loop	-	Walk Relaxed Strafe right Backpedal loop
W1_Walk_BL_BkPd_Loop	-	Walk Relaxed Strafe 135 back and left backpedal loop
W1_Walk_BR_BkPd_Loop	-	Walk Relaxed Strafe 135 back and right backpedal loop
W1_Walk_FL_Loop	-	Walk Relaxed Strafe 45 forward and left loop
W1_Walk_FR_Loop	-	Walk Relaxed Strafe 45 forward and right loop
W1_Walk_L_CIR_Loop	-	Walk Relaxed left circle loop
W1_Walk_R_CIR_Loop	-	Walk Relaxed right circle loop
W1_Walk_F_Jump	-	Walk Relaxed forward jump - Long Un-Edited Motion
W1_Walk_F_Jump_LU	-	Walk Relaxed forward jump left foot up
W1_Walk_F_Jump_RU	-	Walk Relaxed forward jump right foot up
W1_Walk_L_Jump	-	Walk Relaxed Strafe left jump - Long Un-Edited Motion
W1_Walk_L_Jump_LU	-	Walk Relaxed Strafe left jump left foot up
W1_Walk_L_Jump_RU	-	Walk Relaxed Strafe left jump right foot up
W1_Walk_R_Jump	-	Walk Relaxed Strafe right jump - Long Un-Edited Motion
W1_Walk_R_Jump_LU	-	Walk Relaxed Strafe right jump left foot up
W1_Walk_R_Jump_RU	-	Walk Relaxed Strafe right jump right foot up
W1_Walk_B_Jump	-	Walk Relaxed backward jump - Long Un-Edited Motion
W1_Walk_B_Jump_LU	-	Walk Relaxed backward jump left foot up
W1_Walk_B_Jump_RU	-	Walk Relaxed backward jump right foot up
W1_Walk_F_to_Stand_Relaxed_LU	-	Walk Forward, transition left foot up to Stand Relaxed
W1_Walk_F_to_Stand_Relaxed_RU	-	Walk Forward, transition right foot up to Stand Relaxed
W1_Walk_B_to_Stand_Relaxed_LU	-	Walk Backward, transition left foot up to Stand Relaxed
W1_Walk_B_to_Stand_Relaxed_RU	-	Walk Backward, transition right foot up to Stand Relaxed
W1_Walk_L_to_Stand_Relaxed_LU	-	Walk Left Strafe, transition left foot up to Stand Relaxed
W1_Walk_L_to_Stand_Relaxed_RU	-	Walk Left Strafe, transition right foot up to Stand Relaxed
W1_Walk_R_to_Stand_Relaxed_LU	-	Walk Right Strafe, transition left foot up to Stand Relaxed
W1_Walk_R_to_Stand_Relaxed_RU	-	Walk Right Strafe, transition right foot up to Stand Relaxed

CROUCH, TURNS, CROUCH WALKS, TRANSITION

W1_Crouch_Idle	-	Crouch Idle loop
W1_Crouch_L_45	-	Crouch in-place turn left 45
W1_Crouch_L_90	-	Crouch in-place turn left 90
W1_Crouch_L_135	-	Crouch in-place turn left 135
W1_Crouch_L_180	-	Crouch in-place turn left 180
W1_Crouch_R_45	-	Crouch in-place turn right 45
W1_Crouch_R_90	-	Crouch in-place turn right 90
W1_Crouch_R_135	-	Crouch in-place turn right 135
W1_Crouch_R_180	-	Crouch in-place turn right 180
W1_CrouchWalk_F_Loop	-	Crouch Walk forward loop
W1_CrouchWalk_B_Loop	-	Crouch Walk backward loop
W1_CrouchWalk_L_Loop	-	Crouch Walk Strafe left loop
W1_CrouchWalk_L_BkPd_Loop	-	Crouch Walk Strafe left Backpedal loop
W1_CrouchWalk_R_Loop	-	Crouch Walk Strafe right loop

W1_CrouchWalk_R_BkPd_Loop	-	Crouch Walk Strafe right Backpedal loop
W1_CrouchWalk_BL_BkPd_Loop	-	Crouch Walk Strafe 135 back and left backpedal loop
W1_CrouchWalk_BR_BkPd_Loop	-	Crouch Walk Strafe 135 back and right backpedal loop
W1_CrouchWalk_FL_Loop	-	Crouch Walk Strafe 45 forward and left loop
W1_CrouchWalk_FR_Loop	-	Crouch Walk Strafe 45 forward and right loop
W1_CrouchWalk_Aim_F_Loop	-	Crouch Walk forward loop
W1_CrouchWalk_Aim_B_Loop	-	Crouch Walk backward loop
W1_CrouchWalk_Aim_L_Loop	-	Crouch Walk Aim Strafe left loop
W1_CrouchWalk_Aim_L_BkPd_Loop	-	Crouch Walk Aim Strafe left Backpedal loop
W1_CrouchWalk_Aim_R_Loop	-	Crouch Walk Aim Strafe right loop
W1_CrouchWalk_Aim_R_BkPd_Loop	-	Crouch Walk Aim Strafe right Backpedal loop
W1_CrouchWalk_Aim_BL_BkPd_Loop	-	Crouch Walk Aim Strafe 135 back and left backpedal loop
W1_CrouchWalk_Aim_BR_BkPd_Loop	-	Crouch Walk Aim Strafe 135 back and right backpedal loop
W1_CrouchWalk_Aim_FL_Loop	-	Crouch Walk Aim Strafe 45 forward and left loop
W1_CrouchWalk_Aim_FR_Loop	-	Crouch Walk Aim Strafe 45 forward and right loop
W1_Crouch_To_Crouch_Aim	-	Crouch transition to Crouch Aim
W1_Crouch_Aim_To_Crouch	-	Crouch Aim transition to Crouch
W1_Crouch_Aim_Idle	-	Crouch Aiming loop
W1_Crouch_Aim_L_135	-	Crouch Aim in-place turn left 135
W1_Crouch_Aim_L_180	-	Crouch Aim in-place turn left 180
W1_Crouch_Aim_L_45	-	Crouch Aim in-place turn left 45
W1_Crouch_Aim_L_90	-	Crouch Aim in-place turn left 90
W1_Crouch_Aim_R_135	-	Crouch Aim in-place turn right 135
W1_Crouch_Aim_R_180	-	Crouch Aim in-place turn right 180
W1_Crouch_Aim_R_45	-	Crouch Aim in-place turn right 45
W1_Crouch_Aim_R_90	-	Crouch Aim in-place turn right 90
W1_Stand_Aim_To_Crouch_Aim	-	Stand Aim transition to Crouch Aim
W1_Crouch_Aim_To_Stand_Aim	-	Crouch Aim transition to Stand Aim
W1_Crouch_Aim_To_CrouchWalk_Aim_F	-	Crouch Aim, transition to CrouchWalk Aim Forward
W1_Crouch_Aim_To_CrouchWalk_Aim_B	-	Crouch Aim, transition to CrouchWalk Aim Backward
W1_Crouch_Aim_To_CrouchWalk_Aim_L	-	Crouch Aim, transition to CrouchWalk Aim Left Strafe
W1_Crouch_Aim_To_CrouchWalk_Aim_R	-	Crouch Aim, transition to CrouchWalk Aim Right Strafe
W1_Crouch_Aim_To_CrouchWalk_Aim_L45_Fwd	-	Crouch Aim, turn 45 left to Crouchwalk Aim Forward
W1_Crouch_Aim_To_CrouchWalk_Aim_L90_Fwd	-	Crouch Aim, turn 90 left to Crouchwalk Aim Forward
W1_Crouch_Aim_To_CrouchWalk_Aim_L135_Fwd	-	Crouch Aim, turn 135 left to Crouchwalk Aim Forward
W1_Crouch_Aim_To_CrouchWalk_Aim_L180_Fwd	-	Crouch Aim, turn 180 left to Crouchwalk Aim Forward
W1_Crouch_Aim_To_CrouchWalk_Aim_R45_Fwd	-	Crouch Aim, turn 45 right to Crouchwalk Aim Forward
W1_Crouch_Aim_To_CrouchWalk_Aim_R90_Fwd	-	Crouch Aim, turn 90 right to Crouchwalk Aim Forward
W1_Crouch_Aim_To_CrouchWalk_Aim_R135_Fwd	-	Crouch Aim, turn 135 right to Crouchwalk Aim Forward
W1_Crouch_Aim_To_CrouchWalk_Aim_R180_Fwd	-	Crouch Aim, turn 180 right to Crouchwalk Aim Forward
W1_CrouchWalk_Aim_F_to_Crouch_Aim_LU	-	Crouch Walk Aim Forward, transition left foot up to Crouch Aim
W1_CrouchWalk_Aim_F_to_Crouch_Aim_RU	-	Crouch Walk Aim Forward, transition right foot up to Crouch Aim
W1_CrouchWalk_Aim_B_to_Crouch_Aim_LU	-	Crouch Walk Aim Backward, transition left foot up to Crouch Aim
W1_CrouchWalk_Aim_B_to_Crouch_Aim_RU	-	Crouch Walk Aim Backward, transition right foot up to Crouch Aim
W1_CrouchWalk_Aim_L_to_Crouch_Aim_LU	-	Crouch Walk Aim Left Strafe, transition left foot up to Crouch Aim
W1_CrouchWalk_Aim_L_to_Crouch_Aim_RU	-	Crouch Walk Aim Left Strafe, transition right foot up to Crouch Aim
W1_CrouchWalk_Aim_R_to_Crouch_Aim_LU	-	Crouch Walk Aim Right Strafe, transition left foot up to Crouch Aim
W1_CrouchWalk_Aim_R_to_Crouch_Aim_RU	-	Crouch Walk Aim Right Strafe, transition right foot up to Crouch Aim
W1_Stand_Relaxed_To_Crouch	-	Stand Relaxed transition to Crouch
W1_Crouch_To_Stand_Relaxed	-	Crouch transition to Stand Relaxed
W1_Crouch_To_CrouchWalk_F	-	Crouch, transition to Crouchwalk Forward
W1_Crouch_To_CrouchWalk_B	-	Crouch, transition to Crouchwalk Backward
W1_Crouch_To_CrouchWalk_L	-	Crouch, transition to Crouchwalk Left Strafe
W1_Crouch_To_CrouchWalk_R	-	Crouch, transition to Crouchwalk Right Strafe
W1_Crouch_To_CrouchWalk_L45_Fwd	-	Crouch, turn 45 left to Crouchwalk Forward
W1_Crouch_To_CrouchWalk_L90_Fwd	-	Crouch, turn 90 left to Crouchwalk Forward
W1_Crouch_To_CrouchWalk_L135_Fwd	-	Crouch, turn 135 left to Crouchwalk Forward
W1_Crouch_To_CrouchWalk_L180_Fwd	-	Crouch, turn 180 left to Crouchwalk Forward
W1_Crouch_To_CrouchWalk_R45_Fwd	-	Crouch, turn 45 right to Crouchwalk Forward
W1_Crouch_To_CrouchWalk_R90_Fwd	-	Crouch, turn 90 right to Crouchwalk Forward
W1_Crouch_To_CrouchWalk_R135_Fwd	-	Crouch, turn 135 right to Crouchwalk Forward
W1_Crouch_To_CrouchWalk_R180_Fwd	-	Crouch, turn 180 right to Crouchwalk Forward
W1_CrouchWalk_F_to_Crouch_LU	-	Crouch Walk Forward, transition left foot up to Crouch
W1_CrouchWalk_F_to_Crouch_RU	-	Crouch Walk Forward, transition right foot up to Crouch
W1_CrouchWalk_B_to_Crouch_LU	-	Crouch Walk Backward, transition left foot up to Crouch
W1_CrouchWalk_B_to_Crouch_RU	-	Crouch Walk Backward, transition right foot up to Crouch
W1_CrouchWalk_L_to_Crouch_LU	-	Crouch Walk Left Strafe, transition left foot up to Crouch
W1_CrouchWalk_L_to_Crouch_RU	-	Crouch Walk Left Strafe, transition right foot up to Crouch
W1_CrouchWalk_R_to_Crouch_LU	-	Crouch Walk Right Strafe, transition left foot up to Crouch
W1_CrouchWalk_R_to_Crouch_RU	-	Crouch Walk Right Strafe, transition right foot up to Crouch
W1_CrouchWalk_L_CIR_Loop	-	Crouch Walk left circle loop
W1_CrouchWalk_R_CIR_Loop	-	Crouch Walk right circle loop

W1_CrouchWalk_Aim_L_CIR_Loop		-	Crouch Walk Aim left circle loop
W1_CrouchWalk_Aim_R_CIR_Loop		-	Crouch Walk Aim right circle loop

JOGS, TURNS, JUMPS, TRANSITIONS

W1_Jog_Aim_F_Loop	-	Jog Aim forward loop
W1_Jog_Aim_B_Loop	-	Jog Aim backward loop
W1_Jog_Aim_L_Loop	-	Jog Aim Strafe left loop
W1_Jog_Aim_L_BkPd_Loop	-	Jog Aim Strafe left Backpedal loop
W1_Jog_Aim_R_Loop	-	Jog Aim Strafe right loop
W1_Jog_Aim_R_BkPd_Loop	-	Jog Aim Strafe right Backpedal loop
W1_Jog_Aim_BL_BkPd_Loop	-	Jog Aim Strafe 135 back and left backpedal loop
W1_Jog_Aim_BR_BkPd_Loop	-	Jog Aim Strafe 135 back and right backpedal loop
W1_Jog_Aim_FL_Loop	-	Jog Aim Strafe 45 forward and left loop
W1_Jog_Aim_FR_Loop	-	Jog Aim Strafe 45 forward and right loop
W1_Jog_Aim_L_CIR_Loop	-	Jog Aim left circle loop
W1_Jog_Aim_R_CIR_Loop	-	Jog Aim right circle loop
W1_Jog_Aim_F_Jump	-	Jog Aim forward jump - Long Un-Edited Motion
W1_Jog_Aim_F_Jump_LU	-	Jog Aim forward jump left foot up
W1_Jog_Aim_F_Jump_RU	-	Jog Aim forward jump right foot up
W1_Jog_Aim_L_Jump	-	Jog Aim Strafe left jump - Long Un-Edited Motion
W1_Jog_Aim_L_Jump_LU	-	Jog Aim Strafe left jump left foot up
W1_Jog_Aim_L_Jump_RU	-	Jog Aim Strafe left jump right foot up
W1_Jog_Aim_R_Jump	-	Jog Aim Strafe right jump - Long Un-Edited Motion
W1_Jog_Aim_R_Jump_LU	-	Jog Aim Strafe right jump left foot up
W1_Jog_Aim_R_Jump_RU	-	Jog Aim Strafe right jump right foot up
W1_Jog_Aim_B_to_Stand_Aim_LU	-	Jog Aim Backward, transition left foot up to Stand Aim
W1_Jog_Aim_B_to_Stand_Aim_RU	-	Jog Aim Backward, transition right foot up to Stand Aim
W1_Jog_Aim_F_to_Stand_Aim_LU	-	Jog Aim Forward, transition left foot up to Stand Aim
W1_Jog_Aim_F_to_Stand_Aim_RU	-	Jog Aim Forward, transition right foot up to Stand Aim
W1_Jog_Aim_L_to_Stand_Aim_LU	-	Jog Aim Left Strafe, transition left foot up to Stand Aim
W1_Jog_Aim_L_to_Stand_Aim_RU	-	Jog Aim Left Strafe, transition right foot up to Stand Aim
W1_Jog_Aim_R_to_Stand_Aim_LU	-	Jog Aim Right Strafe, transition left foot up to Stand Aim
W1_Jog_Aim_R_to_Stand_Aim_RU	-	Jog Aim Right Strafe, transition right foot up to Stand Aim
W1_Jog_F_Loop	-	Jog Relaxed forward loop
W1_Jog_B_Loop	-	Jog Relaxed backward loop
W1_Jog_L_Loop	-	Jog Relaxed Strafe left loop
W1_Jog_L_BkPd_Loop	-	Jog Relaxed Strafe left Backpedal loop
W1_Jog_R_Loop	-	Jog Relaxed Strafe right loop
W1_Jog_R_BkPd_Loop	-	Jog Relaxed Strafe right Backpedal loop
W1_Jog_BL_BkPd_Loop	-	Jog Relaxed Strafe 135 back and left backpedal loop
W1_Jog_BR_BkPd_Loop	-	Jog Relaxed Strafe 135 back and right backpeda loop
W1_Jog_FL_Loop	-	Jog Relaxed Strafe 45 forward and left loop
W1_Jog_FR_Loop	-	Jog Relaxed Strafe 45 forward and right loop
W1_Jog_L_CIR_Loop	-	Jog Relaxed left circle loop
W1_Jog_R_CIR_Loop	-	Jog Relaxed right circle loop
W1_Jog_F_Jump	-	Jog Relaxed forward jump - Long Un-Edited Motion
W1_Jog_F_Jump_LU	-	Jog Relaxed forward jump left foot up
W1_Jog_F_Jump_RU	-	Jog Relaxed forward jump right foot up
W1_Jog_L_Jump	-	Jog Relaxed Strafe left jump - Long Un-Edited Motion
W1_Jog_L_Jump_LU	-	Jog Relaxed Strafe left jump left foot up
W1_Jog_L_Jump_RU	-	Jog Relaxed Strafe left jump right foot up
W1_Jog_R_Jump	-	Jog Relaxed Strafe right jump - Long Un-Edited Motion
W1_Jog_R_Jump_LU	-	Jog Relaxed Strafe right jump left foot up
W1_Jog_R_Jump_RU	-	Jog Relaxed Strafe right jump right foot up
W1_Jog_B_to_Stand_Relaxed	-	Jog Relaxed Backward transition to Stand Relaxed
W1_Jog_B_to_Stand_Relaxed_LU	-	Jog Relaxed Backward, transition left foot up to Stand Relaxed
W1_Jog_B_to_Stand_Relaxed_RU	-	Jog Relaxed Backward, transition right foot up to Stand Relaxed
W1_Jog_F_to_Stand_Relaxed	-	Jog Relaxed Forward, transition to Stand Relaxed
W1_Jog_F_to_Stand_Relaxed_LU	-	Jog Relaxed Forward, transition left foot up to Stand Relaxed
W1_Jog_F_to_Stand_Relaxed_RU	-	Jog Relaxed Forward, transition right foot up to Stand Relaxed
W1_Jog_L_to_Stand_Relaxed	-	Jog Relaxed Left Strafe, transition to Stand Relaxed
W1_Jog_L_to_Stand_Relaxed_LU	-	Jog Relaxed Left Strafe, transition left foot up to Stand Relaxed
W1_Jog_L_to_Stand_Relaxed_RU	-	Jog Relaxed Left Strafe, transition right foot up to Stand Relaxed
W1_Jog_R_to_Stand_Relaxed	-	Jog Relaxed Right Strafe, transition to Stand Relaxed
W1_Jog_R_to_Stand_Relaxed_LU	-	Jog Relaxed Right Strafe, transition left foot up to Stand Relaxed
W1_Jog_R_to_Stand_Relaxed_RU	-	Jog Relaxed Right Strafe, transition right foot up to Stand Relaxed

RUNS, TURNS, JUMPS, TRANSITIONS

W1_Run_F_Loop	-	Run forward loop
W1_Run_L_Loop	-	Run Strafe left loop
W1_Run_R_Loop	-	Run Strafe right loop
W1_Run_FL_Loop	-	Run Strafe 45 forward and left loop

W1_Run_FR_Loop	-	Run Strafe 45 forward and right loop
W1_Run_L_CIR_Loop	-	Run left circle loop
W1_Run_R_CIR_Loop	-	Run right circle loop
W1_Run_F_Jump	-	Run forward jump - Long Un-Edited Motion
W1_Run_F_Jump_LU	-	Run forward jump left foot up
W1_Run_F_Jump_RU	-	Run forward jump right foot up
W1_Run_F_to_Stand_Relaxed	-	Run Forward, transition to Stand Relaxed - Long Un-Edited Motion
W1_Run_F_to_Stand_Relaxed_LU	-	Run Forward, transition left foot up to Stand Relaxed
W1_Run_F_to_Stand_Relaxed_RU	-	Run Forward, transition right foot up to Stand Relaxed
W1_Run_L_to_Stand_Relaxed	-	Run Left Strafe, transition to Stand Relaxed - Long Un-Edited Motion
W1_Run_L_to_Stand_Relaxed_LU	-	Run Left Strafe, transition left foot up to Stand Relaxed
W1_Run_L_to_Stand_Relaxed_RU	-	Run Left Strafe, transition right foot up to Stand Relaxed
W1_Run_R_to_Stand_Relaxed	-	Run Right Strafe, transition to Stand Relaxed - Long Un-Edited Motion
W1_Run_R_to_Stand_Relaxed_LU	-	Run Right Strafe, transition left foot up to Stand Relaxed
W1_Run_R_to_Stand_Relaxed_RU	-	Run Right Strafe, transition right foot up to Stand Relaxed
W1_Run_L_Jump_LU	-	Run left jump left foot up
W1_Run_L_Jump_RU	-	Run left jump right foot up
W1_Run_R_Jump_LU	-	Run right jump left foot up
W1_Run_R_Jump_RU	-	Run right jump right foot up
SPLIT JUMPS		
W1_Jog_Aim_F_Jump_LU_Start_IPC	-	Left Up Jump Start
W1_Jog_Aim_F_Jump_LU_Air_IPC	-	Loop while in Air
W1_Jog_Aim_F_Jump_LU_End_IPC	-	Left Up Jump Landing
W1_Jog_Aim_F_Jump_RU_Start_IPC	-	Right Up Jump Start
W1_Jog_Aim_F_Jump_RU_Air_IPC	-	Loop while in Air
W1_Jog_Aim_F_Jump_RU_End_IPC	-	Right Up Jump Landing
W1_Jog_Aim_L_Jump_LU_Start_IPC	-	Left Up Jump Start
W1_Jog_Aim_L_Jump_LU_Air_IPC	-	Loop while in Air
W1_Jog_Aim_L_Jump_LU_End_IPC	-	Left Up Jump Landing
W1_Jog_Aim_L_Jump_RU_Start_IPC	-	Right Up Jump Start
W1_Jog_Aim_L_Jump_RU_Air_IPC	-	Loop while in Air
W1_Jog_Aim_L_Jump_RU_End_IPC	-	Right Up Jump Landing
W1_Jog_Aim_R_Jump_LU_Start_IPC	-	Left Up Jump Start
W1_Jog_Aim_R_Jump_LU_Air_IPC	-	Loop while in Air
W1_Jog_Aim_R_Jump_LU_End_IPC	-	Left Up Jump Landing
W1_Jog_Aim_R_Jump_RU_Start_IPC	-	Right Up Jump Start
W1_Jog_Aim_R_Jump_RU_Air_IPC	-	Loop while in Air
W1_Jog_Aim_R_Jump_RU_End_IPC	-	Right Up Jump Landing
W1_Jog_F_Jump_LU_Start_IPC	-	Left Up Jump Start
W1_Jog_F_Jump_LU_Air_IPC	-	Loop while in Air
W1_Jog_F_Jump_LU_End_IPC	-	Left Up Jump Landing
W1_Jog_F_Jump_RU_Start_IPC	-	Right Up Jump Start
W1_Jog_F_Jump_RU_Air_IPC	-	Loop while in Air
W1_Jog_F_Jump_RU_End_IPC	-	Right Up Jump Landing
W1_Jog_L_Jump_LU_Start_IPC	-	Left Up Jump Start
W1_Jog_L_Jump_LU_Air_IPC	-	Loop while in Air
W1_Jog_L_Jump_LU_End_IPC	-	Left Up Jump Landing
W1_Jog_L_Jump_RU_Start_IPC	-	Right Up Jump Start
W1_Jog_L_Jump_RU_Air_IPC	-	Loop while in Air
W1_Jog_L_Jump_RU_End_IPC	-	Right Up Jump Landing
W1_Jog_R_Jump_LU_Start_IPC	-	Left Up Jump Start
W1_Jog_R_Jump_LU_Air_IPC	-	Loop while in Air
W1_Jog_R_Jump_LU_End_IPC	-	Left Up Jump Landing
W1_Jog_R_Jump_RU_Start_IPC	-	Right Up Jump Start
W1_Jog_R_Jump_RU_Air_IPC	-	Loop while in Air
W1_Jog_R_Jump_RU_End_IPC	-	Right Up Jump Landing
W1_Run_F_Jump_LU_Start_IPC	-	Left Up Jump Start
W1_Run_F_Jump_LU_Air_IPC	-	Loop while in Air
W1_Run_F_Jump_LU_End_IPC	-	Left Up Jump Landing
W1_Run_F_Jump_RU_Start_IPC	-	Right Up Jump Start
W1_Run_F_Jump_RU_Air_IPC	-	Loop while in Air
W1_Run_F_Jump_RU_End_IPC	-	Right Up Jump Landing
W1_Run_L_Jump_LU_Start_IPC	-	Left Up Jump Start
W1_Run_L_Jump_LU_Air_IPC	-	Loop while in Air
W1_Run_L_Jump_LU_End_IPC	-	Left Up Jump Landing
W1_Run_L_Jump_RU_Start_IPC	-	Right Up Jump Start
W1_Run_L_Jump_RU_Air_IPC	-	Loop while in Air
W1_Run_L_Jump_RU_End_IPC	-	Right Up Jump Landing
W1_Run_R_Jump_LU_Start_IPC	-	Left Up Jump Start
W1_Run_R_Jump_LU_Air_IPC	-	Loop while in Air
W1_Run_R_Jump_LU_End_IPC	-	Left Up Jump Landing

W1_Run_R_Jump_RU_Start_IPC	-	Right Up Jump Start
W1_Run_R_Jump_RU_Air_IPC	-	Loop while in Air
W1_Run_R_Jump_RU_End_IPC	-	Right Up Jump Landing
W1_Stand_Aim_Jump_Start_IPC	-	Jump Start
W1_Stand_Aim_Jump_Air_IPC	-	Loop while in Air
W1_Stand_Aim_Jump_End_IPC	-	Jump Landing
W1_Stand_Relaxed_Jump_Start_IPC	-	Jump Start
W1_Stand_Relaxed_Jump_Air_IPC	-	Loop while in Air
W1_Stand_Relaxed_Jump_End_IPC	-	Jump Landing
W1_Walk_Aim_B_Jump_LU_Start_IPC	-	Left Up Jump Start
W1_Walk_Aim_B_Jump_LU_Air_IPC	-	Loop while in Air
W1_Walk_Aim_B_Jump_LU_End_IPC	-	Left Up Jump Landing
W1_Walk_Aim_B_Jump_RU_Start_IPC	-	Right Up Jump Start
W1_Walk_Aim_B_Jump_RU_Air_IPC	-	Loop while in Air
W1_Walk_Aim_B_Jump_RU_End_IPC	-	Right Up Jump Landing
W1_Walk_Aim_F_Jump_LU_Start_IPC	-	Left Up Jump Start
W1_Walk_Aim_F_Jump_LU_Air_IPC	-	Loop while in Air
W1_Walk_Aim_F_Jump_LU_End_IPC	-	Left Up Jump Landing
W1_Walk_Aim_F_Jump_RU_Start_IPC	-	Right Up Jump Start
W1_Walk_Aim_F_Jump_RU_Air_IPC	-	Loop while in Air
W1_Walk_Aim_F_Jump_RU_End_IPC	-	Right Up Jump Landing
W1_Walk_Aim_L_Jump_LU_Start_IPC	-	Left Up Jump Start
W1_Walk_Aim_L_Jump_LU_Air_IPC	-	Loop while in Air
W1_Walk_Aim_L_Jump_LU_End_IPC	-	Left Up Jump Landing
W1_Walk_Aim_L_Jump_RU_Start_IPC	-	Right Up Jump Start
W1_Walk_Aim_L_Jump_RU_Air_IPC	-	Loop while in Air
W1_Walk_Aim_L_Jump_RU_End_IPC	-	Right Up Jump Landing
W1_Walk_Aim_R_Jump_LU_Start_IPC	-	Left Up Jump Start
W1_Walk_Aim_R_Jump_LU_Air_IPC	-	Loop while in Air
W1_Walk_Aim_R_Jump_LU_End_IPC	-	Left Up Jump Landing
W1_Walk_Aim_R_Jump_RU_Start_IPC	-	Right Up Jump Start
W1_Walk_Aim_R_Jump_RU_Air_IPC	-	Loop while in Air
W1_Walk_Aim_R_Jump_RU_End_IPC	-	Right Up Jump Landing
W1_Walk_B_Jump_LU_Start_IPC	-	Left Up Jump Start
W1_Walk_B_Jump_LU_Air_IPC	-	Loop while in Air
W1_Walk_B_Jump_LU_End_IPC	-	Left Up Jump Landing
W1_Walk_B_Jump_RU_Start_IPC	-	Right Up Jump Start
W1_Walk_B_Jump_RU_Air_IPC	-	Loop while in Air
W1_Walk_B_Jump_RU_End_IPC	-	Right Up Jump Landing
W1_Walk_F_Jump_LU_Start_IPC	-	Left Up Jump Start
W1_Walk_F_Jump_LU_Air_IPC	-	Loop while in Air
W1_Walk_F_Jump_LU_End_IPC	-	Left Up Jump Landing
W1_Walk_F_Jump_RU_Start_IPC	-	Right Up Jump Start
W1_Walk_F_Jump_RU_Air_IPC	-	Loop while in Air
W1_Walk_F_Jump_RU_End_IPC	-	Right Up Jump Landing
W1_Walk_L_Jump_LU_Start_IPC	-	Left Up Jump Start
W1_Walk_L_Jump_LU_Air_IPC	-	Loop while in Air
W1_Walk_L_Jump_LU_End_IPC	-	Left Up Jump Landing
W1_Walk_L_Jump_RU_Start_IPC	-	Right Up Jump Start
W1_Walk_L_Jump_RU_Air_IPC	-	Loop while in Air
W1_Walk_L_Jump_RU_End_IPC	-	Right Up Jump Landing
W1_Walk_R_Jump_LU_Start_IPC	-	Left Up Jump Start
W1_Walk_R_Jump_LU_Air_IPC	-	Loop while in Air
W1_Walk_R_Jump_LU_End_IPC	-	Left Up Jump Landing
W1_Walk_R_Jump_RU_Start_IPC	-	Right Up Jump Start
W1_Walk_R_Jump_RU_Air_IPC	-	Loop while in Air
W1_Walk_R_Jump_RU_End_IPC	-	Right Up Jump Landing
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