[if](https://community.bistudio.com/wiki/if) ([local](https://community.bistudio.com/wiki/local) this) [then](https://community.bistudio.com/wiki/then) {[this,"SIT2"] [call](https://community.bistudio.com/wiki/call) BIS\_fnc\_ambientAnim}

// OK, best way

Animation-Set [String](https://community.bistudio.com/wiki/String) - The animationset to play

Possible values are: (Some values are missing because some of them do the same animations: "STAND" is the same as "STAND1")

* STAND1
* STAND2
* STAND\_U1
* STAND\_U2
* STAND\_U3
* WATCH
* WATCH2
* GUARD
* LISTEN\_BRIEFING
* LEAN\_ON\_TABLE
* LEAN
* SIT\_AT\_TABLE
* SIT1
* SIT
* SIT3
* SIT\_U1
* SIT\_U2
* SIT\_U3
* SIT\_HIGH1
* SIT\_HIGH
* SIT\_LOW
* SIT\_LOW\_U
* SIT\_SAD1
* SIT\_SAD2
* KNEEL
* REPAIR\_VEH\_PRONE
* REPAIR\_VEH\_KNEEL
* REPAIR\_VEH\_STAND
* PRONE\_INJURED\_U1
* PRONE\_INJURED\_U2
* PRONE\_INJURED
* KNEEL\_TREAT
* KNEEL\_TREAT2
* BRIEFING
* BRIEFING\_POINT\_LEFT
* BRIEFING\_POINT\_RIGHT
* BRIEFING\_POINT\_TABLE

EquipmentLevel [String](https://community.bistudio.com/wiki/String) - The equipment level of the unit

Possible values:

* NONE
* LIGHT
* MEDIUM
* FULL
* ASIS
* RANDOM