

Animations

airport

- thrw_barl_thrw

attractors

- stepsit_in
- stepsit_loop
- stepsit_out

bar

- barcustom_get
- barcustom_loop
- barcustom_order
- barman_idle
- barserve_bottle
- barserve_give
- barserve_glass
- barserve_in
- barserve_loop
- barserve_order
- dnk_stndf_loop
- dnk_stndm_loop

baseball

- bat_1
- bat_2
- bat_3
- bat_4
- bat_block
- bat_hit_1
- bat_hit_2
- bat_hit_3
- bat_idle
- bat_m
- bat_part

bd_fire

- bd_fire1
- bd_fire2
- bd_fire3
- bd_gf_wave
- bd_panic_01
- bd_panic_02
- bd_panic_03
- bd_panic_04
- bd_panic_loop
- grlfrd_kiss_03
- m_smklean_loop
- playa_kiss_03
- wash_up

beach

- bather
- lay_bac_loop
- parksit_m_loop
- parksit_w_loop
- sitnwait_loop_w

benchpress

- gym_bp_celebrate
- gym_bp_down

- gym_bp_getoff
- gym_bp_geton
- gym_bp_up_a
- gym_bp_up_b
- gym_bp_up_smooth

bf_injection

- bf_getin_lhs
- bf_getin_rhs
- bf_getout_lhs
- bf_getout_rhs

biked

- biked_back
- biked_drivebyft
- biked_drivebylhs
- biked_drivebyrhs
- biked_fwd
- biked_getoffback
- biked_getofflhs
- biked_getoffrhs
- biked_hit
- biked_jumponl
- biked_jumponr
- biked_kick
- biked_left
- biked_passenger
- biked_pushes
- biked_ride
- biked_right
- biked_shuffle
- biked_still

bikeh

- bikeh_back
- bikeh_drivebyft
- bikeh_drivebylhs
- bikeh_drivebyrhs
- bikeh_fwd
- bikeh_getoffback
- bikeh_getofflhs
- bikeh_getoffrhs
- bikeh_hit
- bikeh_jumponl
- bikeh_jumponr
- bikeh_kick
- bikeh_left
- bikeh_passenger
- bikeh_pushes
- bikeh_ride
- bikeh_right
- bikeh_still

bikeleap

- bk_blnce_in
- bk_blnce_out
- bk_jmp
- bk_rdy_in
- bk_rdy_out
- struggle_cesar
- struggle_driver
- truck_driver
- truck_getin

bikes

- bikes_back

- bikes_drivebyft
- bikes_drivebylhs
- bikes_drivebyrhs
- bikes_fwd
- bikes_getoffback
- bikes_getofflhs
- bikes_getoffrhs
- bikes_hit
- bikes_jumponl
- bikes_jumponr
- bikes_kick
- bikes_left
- bikes_passenger
- bikes_pushes
- bikes_ride
- bikes_right
- bikes_snatch_l
- bikes_snatch_r
- bikes_still

bikev

- bikev_back
- bikev_drivebyft
- bikev_drivebylhs
- bikev_drivebyrhs
- bikev_fwd
- bikev_getoffback
- bikev_getofflhs
- bikev_getoffrhs
- bikev_hit
- bikev_jumponl
- bikev_jumponr
- bikev_kick
- bikev_left
- bikev_passenger
- bikev_pushes
- bikev_ride
- bikev_right
- bikev_still

bike_dbz

- pass_driveby_bwd
- pass_driveby_fwd
- pass_driveby_lhs
- pass_driveby_rhs

bmx

- bmx_back
- bmx_bunnyhop
- bmx_drivebyft
- bmx_driveby_lhs
- bmx_driveby_rhs
- bmx_fwd
- bmx_getoffback
- bmx_getofflhs
- bmx_getoffrhs
- bmx_jumponl
- bmx_jumponr
- bmx_left
- bmx_pedal
- bmx_pushes
- bmx_ride
- bmx_right
- bmx_sprint
- bmx_still

bomber

- bom_plant

- bom_plant_2idle
- bom_plant_crouch_in
- bom_plant_crouch_out
- bom_plant_in
- bom_plant_loop

box

- boxhipin
- boxhipup
- boxshdwn
- boxshup
- bxhipwlk
- bxhwlki
- bxshwlk
- bxshwlki
- bxwlko
- catch_box

bsktball

- bball_def_jump_shot
- bball_def_loop
- bball_def_step1
- bball_def_stepr
- bball_dnk
- bball_dnk_gli
- bball_dnk_gli_o
- bball_dnk_lrch
- bball_dnk_lrch_o
- bball_dnk_lrd
- bball_dnk_o
- bball_idle
- bball_idle2
- bball_idle2_o
- bball_idleloop
- bball_idleloop_o
- bball_idle_o
- bball_jump_cancel
- bball_jump_cancel_o
- bball_jump_end
- bball_jump_shot
- bball_jump_shot_o
- bball_net_dnk_o
- bball_pickup
- bball_pickup_o
- bball_react_miss
- bball_react_score
- bball_run
- bball_run_o
- bball_skidstop_l
- bball_skidstop_l_o
- bball_skidstop_r
- bball_skidstop_r_o
- bball_walk
- bball_walkstop_l
- bball_walkstop_l_o
- bball_walkstop_r
- bball_walkstop_r_o
- bball_walk_o
- bball_walk_start
- bball_walk_start_o

buddy

- buddy_crouchfire
- buddy_crouchreload
- buddy_fire
- buddy_fire_poor
- buddy_reload

bus

- bus_close
- bus_getin_lhs
- bus_getin_rhs
- bus_getout_lhs
- bus_getout_rhs
- bus_jacked_lhs
- bus_open
- bus_open_rhs
- bus_pullout_lhs

camera

- camcrch_cmon
- camcrch_idleloop
- camcrch_stay
- camcrch_to_camstnd
- camstnd_cmon
- camstnd_idleloop
- camstnd_lkabt
- camstnd_to_camcrch
- piccrch_in
- piccrch_out
- piccrch_take
- picstnd_in
- picstnd_out
- picstnd_take

car

- fixn_car_loop
- fixn_car_out
- flag_drop
- sit_relaxed
- tap_hand
- tyd2car_bump
- tyd2car_high
- tyd2car_low
- tyd2car_med
- tyd2car_turnl
- tyd2car_turnr

carry

- crry_ptial
- liftup
- liftup05
- liftup105
- putdwn
- putdwn05
- putdwn105

car_chat

- carfone_in
- carfone_loopa
- carfone_loopa_to_b
- carfone_loopb
- carfone_loopb_to_a
- carfone_out
- car_sc1_bl
- car_sc1_br
- car_sc1_fl
- car_sc1_fr
- car_sc2_fl
- car_sc3_br
- car_sc3_fl
- car_sc3_fr
- car_sc4_bl
- car_sc4_br
- car_sc4_fl
- car_sc4_fr
- car_talkm_in

- car_talkm_loop
- car_talkm_out

casino

- cards_in
- cards_loop
- cards_lose
- cards_out
- cards_pick_01
- cards_pick_02
- cards_raise
- cards_win
- dealone
- manwinb
- manwind
- roulette_bet
- roulette_in
- roulette_loop
- roulette_lose
- roulette_out
- roulette_win
- slot_bet_01
- slot_bet_02
- slot_in
- slot_lose_out
- slot_plyr
- slot_wait
- slot_win_out
- wof

chainsaw

- csaw_1
- csaw_2
- csaw_3
- csaw_g
- csaw_hit_1
- csaw_hit_2
- csaw_hit_3
- csaw_part
- idle_csaw
- weapon_csaw
- weapon_csawlo

choppa

- choppa_back
- choppa_bunnyhop
- choppa_drivebyft
- choppa_driveby_lhs
- choppa_driveby_rhs
- choppa_fwd
- choppa_getoffback
- choppa_getofflhs
- choppa_getoffrhs
- choppa_jumponl
- choppa_jumponr
- choppa_left
- choppa_pedal
- choppa_pushes
- choppa_ride
- choppa_right
- choppa_sprint
- choppa_still

clothes

- clo_buy
- clo_in
- clo_out
- clo_pose_hat

- clo_pose_in
- clo_pose_in_o
- clo_pose_legs
- clo_pose_loop
- clo_pose_out
- clo_pose_out_o
- clo_pose_shoes
- clo_pose_torso
- clo_pose_watch

coach

- coach_inl
- coach_inr
- coach_opnl
- coach_opnr
- coach_outl
- coach_outr

colt45

- 2guns_crouchfire
- colt45_crouchfire
- colt45_crouchreload
- colt45_fire
- colt45_fire_2hands
- colt45_reload
- sawnoff_reload

cop_ambient

- copbrowse_in
- copbrowse_loop
- copbrowse_nod
- copbrowse_out
- copbrowse_shake
- coplook_in
- coplook_loop
- coplook_nod
- coplook_out
- coplook_shake
- coplook_think
- coplook_watch

cop_dvbyz

- cop_dvby_b
- cop_dvby_ft
- cop_dvby_l
- cop_dvby_r

crack

- bbalbat_idle_01
- bbalbat_idle_02
- crckdeth1
- crckdeth2
- crckdeth3
- crckdeth4
- crckidle1
- crckidle2
- crckidle3
- crckidle4

crib

- crib_console_loop
- crib_use_switch
- ped_console_loop
- ped_console_loose
- ped_console_win

dam_jump

- dam_dive_loop
- dam_land
- dam_launch
- jump_roll
- sf_jumpwall

dancing

- bd_clap
- bd_clap1
- dance_loop
- dan_down_a
- dan_left_a
- dan_loop_a
- dan_right_a
- dan_up_a
- dnce_m_a
- dnce_m_b
- dnce_m_c
- dnce_m_d
- dnce_m_e

dealer

- dealer_deal
- dealer_idle
- dealer_idle_01
- dealer_idle_02
- dealer_idle_03
- drugs_buy
- shop_pay

dildo

- dildo_1
- dildo_2
- dildo_3
- dildo_block
- dildo_g
- dildo_hit_1
- dildo_hit_2
- dildo_hit_3
- dildo_idle

dodge

- cover_dive_01
- cover_dive_02
- crushed
- crush_jump

dozer

- dozer_align_lhs
- dozer_align_rhs
- dozer_getin_lhs
- dozer_getin_rhs
- dozer_getout_lhs
- dozer_getout_rhs
- dozer_jacked_lhs
- dozer_jacked_rhs
- dozer_pullout_lhs
- dozer_pullout_rhs

drivebys

- gang_drivebylhs
- gang_drivebylhs_bwd

- gang_drivebylhs_fwd
- gang_drivebyrhs
- gang_drivebyrhs_bwd
- gang_drivebyrhs_fwd
- gang_drivebytop_lhs
- gang_drivebytop_rhs

fat

- fatidle
- fatidle_armed
- fatidle_csaw
- fatidle_rocket
- fatrun
- fatrun_armed
- fatrun_csaw
- fatrun_rocket
- fatsprint
- fatwalk
- fatwalkstart
- fatwalkstart_csaw
- fatwalkst_armed
- fatwalkst_rocket
- fatwalk_armed
- fatwalk_csaw
- fatwalk_rocket
- idle_tired

fight_b

- fightb_1
- fightb_2
- fightb_3
- fightb_block
- fightb_g
- fightb_idle
- fightb_m
- hitb_1
- hitb_2
- hitb_3

fight_c

- fightc_1
- fightc_2
- fightc_3
- fightc_block
- fightc_blocking
- fightc_g
- fightc_idle
- fightc_m
- fightc_spar
- hitc_1
- hitc_2
- hitc_3

fight_d

- fightd_1
- fightd_2
- fightd_3
- fightd_block
- fightd_g
- fightd_idle
- fightd_m
- hitd_1
- hitd_2
- hitd_3

fight_e

- fightkick
- fightkick_b
- hit_fightkick
- hit_fightkick_b

finale

- fin_climb_in
- fin_cop1_climbout2
- fin_cop1_loop
- fin_cop1_stomp
- fin_hang_l
- fin_hang_loop
- fin_hang_r
- fin_hang_slip
- fin_jump_on
- fin_land_car
- fin_land_die
- fin_legsup
- fin_legsup_l
- fin_legsup_loop
- fin_legsup_r
- fin_let_go

finale2

- fin_cop1_climbout
- fin_cop1_fall
- fin_cop1_loop
- fin_cop1_shot
- fin_cop1_swing
- fin_cop2_climbout
- fin_switch_p
- fin_switch_s

flame

- flame_fire

flowers

- flower_attack
- flower_attack_m
- flower_hit

food

- eat_burger
- eat_chicken
- eat_pizza
- eat_vomit_p
- eat_vomit_sk
- ff_dam_bkw
- ff_dam_fwd
- ff_dam_left
- ff_dam_right
- ff_die_bkw
- ff_die_fwd
- ff_die_left
- ff_die_right
- ff_sit_eat1
- ff_sit_eat2
- ff_sit_eat3
- ff_sit_in
- ff_sit_in_l
- ff_sit_in_r
- ff_sit_look
- ff_sit_loop
- ff_sit_out_180
- ff_sit_out_l_180
- ff_sit_out_r_180

- shp_thank
- shp_tray_in
- shp_tray_lift
- shp_tray_lift_in
- shp_tray_lift_loop
- shp_tray_lift_out
- shp_tray_out
- shp_tray_pose
- shp_tray_return

freeweights

- gym_barbell
- gym_free_a
- gym_free_b
- gym_free_celebrate
- gym_free_down
- gym_free_loop
- gym_free_pickup
- gym_free_putdown
- gym_free_up_smooth

gangs

- dealer_deal
- dealer_idle
- drnkbr_prtl
- drnkbr_prtl_f
- drugs_buy
- hndshkaa
- hndshkba
- hndshkca
- hndshkcb
- hndshkda
- hndshkea
- hndshkfa
- hndshkfa_swt
- invite_no
- invite_yes
- leanidle
- leanin
- leanout
- prtial_gngtlka
- prtial_gngtlkb
- prtial_gngtlkc
- prtial_gngtlkd
- prtial_gngtlke
- prtial_gngtlkf
- prtial_gngtlkg
- prtial_gngtlkh
- prtial_hndshk_01
- prtial_hndshk_biz_01
- shake_cara
- shake_cark
- shake_carsh
- smkcig_prtl
- smkcig_prtl_f

ghands

- gsign1
- gsign1lh
- gsign2
- gsign2lh
- gsign3
- gsign3lh
- gsign4
- gsign4lh
- gsign5
- gsign5lh
- lhgsign1
- lhgsign2
- lhgsign3

- lhgsign4
- lhgsign5
- rhgsign1
- rhgsign2
- rhgsign3
- rhgsign4
- rhgsign5

ghetto_db

- gdb_car2_ply
- gdb_car2_smo
- gdb_car2_swe
- gdb_car_ply
- gdb_car_ryd
- gdb_car_smo
- gdb_car_swe

goggles

- goggles_put_on

graffiti

- graffiti_chkout
- spraycan_fire

graveyard

- mrnf_loop
- mrnm_loop
- prst_loopa

grenade

- weapon_start_throw
- weapon_throw
- weapon_throwu

gymnasium

- gymshadowbox
- gym_bike_celebrate
- gym_bike_fast
- gym_bike_faster
- gym_bike_getoff
- gym_bike_geton
- gym_bike_pedal
- gym_bike_slow
- gym_bike_still
- gym_jog_falloff
- gym_shadowbox
- gym_tread_celebrate
- gym_tread_falloff
- gym_tread_getoff
- gym_tread_geton
- gym_tread_jog
- gym_tread_sprint
- gym_tread_tired
- gym_tread_walk
- gym_walk_falloff
- pedals_fast
- pedals_med
- pedals_slow
- pedals_still

haircuts

- brb_beard_01
- brb_buy

- brb_cut
- brb_cut_in
- brb_cut_out
- brb_hair_01
- brb_hair_02
- brb_in
- brb_loop
- brb_out
- brb_sit_in
- brb_sit_loop
- brb_sit_out

heist9

- cas_g2_gasko
- swt_wllpk_l
- swt_wllpk_l_back
- swt_wllpk_r
- swt_wllpk_r_back
- swt_wllshoot_in_l
- swt_wllshoot_in_r
- swt_wllshoot_out_l
- swt_wllshoot_out_r
- use_swipecard

int_house

- bed_in_l
- bed_in_r
- bed_loop_l
- bed_loop_r
- bed_out_l
- bed_out_r
- lou_in
- lou_loop
- lou_out
- wash_up

int_office

- ff_dam_fwd
- off_sit_2idle_180
- off_sit_bored_loop
- off_sit_crash
- off_sit_drink
- off_sit_idle_loop
- off_sit_in
- off_sit_read
- off_sit_type_loop
- off_sit_watch

int_shop

- shop_cashier
- shop_in
- shop_looka
- shop_lookb
- shop_loop
- shop_out
- shop_pay
- shop_shelf

jst_buisness

- girl_01
- girl_02
- player_01
- smoke_01

kart

- kart_getin_lhs
- kart_getin_rhs
- kart_getout_lhs
- kart_getout_rhs

kissing

- bd_gf_wave
- gfwave2
- gf_carargue_01
- gf_carargue_02
- gf_carspot
- gf_streetargue_01
- gf_streetargue_02
- gift_get
- gift_give
- grlfrd_kiss_01
- grlfrd_kiss_02
- grlfrd_kiss_03
- playa_kiss_01
- playa_kiss_02
- playa_kiss_03

knife

- kill_knife_ped_damage
- kill_knife_ped_die
- kill_knife_player
- kill_partial
- knife_1
- knife_2
- knife_3
- knife_4
- knife_block
- knife_g
- knife_hit_1
- knife_hit_2
- knife_hit_3
- knife_idle
- knife_part
- weapon_knifeidle

lapdan1

- lapdan_d
- lapdan_p

lapdan2

- lapdan_d
- lapdan_p

lapdan3

- lapdan_d
- lapdan_p

lowrider

- f_smklean_loop
- lrgirl_bdbnce
- lrgirl_hair
- lrgirl_hurry
- lrgirl_idleloop
- lrgirl_idle_to_10
- lrgirl_10_bnce
- lrgirl_10_loop
- lrgirl_10_to_11
- lrgirl_112_to_10
- lrgirl_11_bnce
- lrgirl_11_loop

- lrgirl_11_to_12
- lrgirl_12_bnce
- lrgirl_12_loop
- lrgirl_12_to_13
- lrgirl_1345_to_11
- lrgirl_13_bnce
- lrgirl_13_loop
- lrgirl_13_to_14
- lrgirl_14_bnce
- lrgirl_14_loop
- lrgirl_14_to_15
- lrgirl_15_bnce
- lrgirl_15_loop
- m_smklean_loop
- m_smkstnd_loop
- prtial_gngtlkb
- prtial_gngtlkc
- prtial_gngtlkd
- prtial_gngtlke
- prtial_gngtlkf
- prtial_gngtlkg
- prtial_gngtlkh
- rap_a_loop
- rap_b_loop
- rap_c_loop
- sit_relaxed
- tap_hand

md_chase

- carhit_hangon
- carhit_tumble
- donutdrop
- fen_choppa_11
- fen_choppa_12
- fen_choppa_13
- fen_choppa_r1
- fen_choppa_r2
- fen_choppa_r3
- hangon_stun_loop
- hangon_stun_turn
- md_bike_2_hang
- md_bike_jump_bl
- md_bike_jump_f
- md_bike_lnd_bl
- md_bike_lnd_die_bl
- md_bike_lnd_die_f
- md_bike_lnd_f
- md_bike_lnd_roll
- md_bike_lnd_roll_f
- md_bike_punch
- md_bike_punch_f
- md_bike_shot_f
- md_hang_lnd_roll
- md_hang_loop

md_end

- end_sc1_ply
- end_sc1_ryd
- end_sc1_smo
- end_sc1_swe
- end_sc2_ply
- end_sc2_ryd
- end_sc2_smo
- end_sc2_swe

medic

- cpr

misc

- bitchslap
- bmx_celebrate
- bmx_comeon
- bmx_idleloop_01
- bmx_idleloop_02
- bmx_talkleft_in
- bmx_talkleft_loop
- bmx_talkleft_out
- bmx_talkright_in
- bmx_talkright_loop
- bmx_talkright_out
- bng_wndw
- bng_wndw_02
- case_pickup
- door_jet
- grab_l
- grab_r
- hiker_pose
- hiker_pose_l
- idle_chat_02
- kat_throw_k
- kat_throw_o
- kat_throw_p
- pass_rifle_o
- pass_rifle_ped
- pass_rifle_ply
- pickup_box
- plane_door
- plane_exit
- plane_hijack
- plunger_01
- plyrlean_loop
- plyr_shkhead
- run_dive
- scratchballs_01
- seat_lr
- seat_talk_01
- seat_talk_02
- seat_watch
- smalplane_door
- smlplane_door

mtb

- mtb_back
- mtb_bunnyhop
- mtb_drivebyft
- mtb_driveby_lhs
- mtb_driveby_rhs
- mtb_fwd
- mtb_getoffback
- mtb_getofflhs
- mtb_getoffrhs
- mtb_jumponl
- mtb_jumponr
- mtb_left
- mtb_pedal
- mtb_pushes
- mtb_ride
- mtb_right
- mtb_sprint
- mtb_still

muscular

- msclewalkst_armed
- msclewalkst_csaw
- mscl_rckt_run
- mscl_rckt_walkst
- mscl_run_csaw
- muscleidle
- muscleidle_armed
- muscleidle_csaw

- muscleidle_rocket
- musclerun
- musclerun_armed
- musclesprint
- musclewalk
- musclewalkstart
- musclewalk_armed
- musclewalk_csaw
- musclewalk_rocket

nevada

- nevada_getin
- nevada_getout

on_lookers

- lkaround_in
- lkaround_loop
- lkaround_out
- lkup_in
- lkup_loop
- lkup_out
- lkup_point
- panic_cower
- panic_hide
- panic_in
- panic_loop
- panic_out
- panic_point
- panic_shout
- pointup_in
- pointup_loop
- pointup_out
- pointup_shout
- point_in
- point_loop
- point_out
- shout_01
- shout_02
- shout_in
- shout_loop
- shout_out
- wave_in
- wave_loop
- wave_out

otb

- betslp_in
- betslp_lkabt
- betslp_loop
- betslp_out
- betslp_tnk
- wtchrace_cmon
- wtchrace_in
- wtchrace_loop
- wtchrace_lose
- wtchrace_out
- wtchrace_win

parachute

- fall_skydive
- fall_skydive_accel
- fall_skydive_die
- fall_skydive_l
- fall_skydive_r
- para_decel
- para_decel_o
- para_float
- para_float_o

- para_land
- para_land_o
- para_land_water
- para_land_water_o
- para_open
- para_open_o
- para_rip_land_o
- para_rip_loop_o
- para_rip_o
- para_steerl
- para_steerl_o
- para_steerr
- para_steerr_o

park

- tai_chi_in
- tai_chi_loop
- tai_chi_out

paulnmac

- piss_in
- piss_loop
- piss_out
- pnm_argue1_a
- pnm_argue1_b
- pnm_argue2_a
- pnm_argue2_b
- pnm_loop_a
- pnm_loop_b
- wank_in
- wank_loop
- wank_out

ped

- abseil
- arrestgun
- atm
- bike_elbowl
- bike_elbowr
- bike_fallr
- bike_fall_off
- bike_pickupl
- bike_pickupr
- bike_pullupl
- bike_pullupr
- bomber
- car_alignhi_lhs
- car_alignhi_rhs
- car_align_lhs
- car_align_rhs
- car_closedoorl_lhs
- car_closedoorl_rhs
- car_closedoor_lhs
- car_closedoor_rhs
- car_close_lhs
- car_close_rhs
- car_crawloutrhs
- car_dead_lhs
- car_dead_rhs
- car_doorlocked_lhs
- car_doorlocked_rhs
- car_fallout_lhs
- car_fallout_rhs
- car_getinl_lhs
- car_getinl_rhs
- car_getin_lhs
- car_getin_rhs
- car_getoutl_lhs
- car_getoutl_rhs
- car_getout_lhs

- car_getout_rhs
- car_hookertalk
- car_jackedlhs
- car_jackedrhs
- car_jumpin_lhs
- car_lb
- car_lb_pro
- car_lb_weak
- car_ljackedlhs
- car_ljackedrhs
- car_lshuffle_rhs
- car_lsit
- car_open_lhs
- car_open_rhs
- car_pulloutl_lhs
- car_pulloutl_rhs
- car_pullout_lhs
- car_pullout_rhs
- car_qjacked
- car_rolldoor
- car_rolldoorlo
- car_rollout_lhs
- car_rollout_rhs
- car_shuffle_rhs
- car_sit
- car_sitp
- car_sitplo
- car_sit_pro
- car_sit_weak
- car_tune_radio
- climb_idle
- climb_jump
- climb_jump2fall
- climb_jump_b
- climb_pull
- climb_stand
- climb_stand_finish
- cower
- crouch_roll_l
- crouch_roll_r
- dam_arml_frmbk
- dam_arml_frmft
- dam_arml_frmft
- dam_arml_frmft
- dam_armr_frmbk
- dam_armr_frmft
- dam_armr_frmft
- dam_armr_frmrt
- dam_legl_frmbk
- dam_legl_frmft
- dam_legl_frmft
- dam_legl_frmft
- dam_legr_frmbk
- dam_legr_frmft
- dam_legr_frmft
- dam_legr_frmrt
- dam_stomach_frmbk
- dam_stomach_frmft
- dam_stomach_frmft
- dam_stomach_frmft
- dam_stomach_frmrt
- door_lhinge_o
- door_rhinge_o
- drivebyl_l
- drivebyl_r
- driveby_l
- driveby_r
- drive_boat
- drive_boat_back
- drive_boat_l
- drive_boat_r
- drive_l
- drive_lo_l
- drive_lo_r
- drive_l_pro
- drive_l_pro_slow
- drive_l_slow
- drive_l_weak
- drive_l_weak_slow
- drive_r

- drive_r_pro
- drive_r_pro_slow
- drive_r_slow
- drive_r_weak
- drive_r_weak_slow
- drive_truck
- drive_truck_back
- drive_truck_l
- drive_truck_r
- drown
- duck_cower
- endchat_01
- endchat_02
- endchat_03
- ev_dive
- ev_step
- facanger
- facgum
- facsurp
- facsurpm
- factalk
- facurios
- fall_back
- fall_collapse
- fall_fall
- fall_front
- fall_glide
- fall_land
- fall_skydive
- fight2idle
- fighta_1
- fighta_2
- fighta_3
- fighta_block
- fighta_g
- fighta_m
- fightidle
- fightshb
- fightshf
- fightsh_bwd
- fightsh_fwd
- fightsh_left
- fightsh_right
- flee_lkaround_01
- floor_hit
- floor_hit_f
- fucku
- gang_gunstand
- gas_cwr
- getup
- getup_front
- gum_eat
- guncrouchbwd
- guncrouchfwd
- gunmove_bwd
- gunmove_fwd
- gunmove_l
- gunmove_r
- gun_2_idle
- gun_butt
- gun_butt_crouch
- gun_stand
- handscower
- handsup
- hita_1
- hita_2
- hita_3
- hit_back
- hit_behind
- hit_front
- hit_gun_butt
- hit_l
- hit_r
- hit_walk
- hit_wall

- idlestance_fat
- idlestance_old
- idle_armed
- idle_chat
- idle_csaw
- idle_gang1
- idle_hbbb
- idle_rocket
- idle_stance
- idle_taxi
- idle_tired
- jetpack_idle
- jog_femalea
- jog_malea
- jump_glide
- jump_land
- jump_launch
- jump_launch_r
- kart_drive
- kart_l
- kart_lb
- kart_r
- kd_left
- kd_right
- ko_shot_face
- ko_shot_front
- ko_shot_stom
- ko_skid_back
- ko_skid_front
- ko_spin_l
- ko_spin_r
- pass_smoke_in_car
- phone_in
- phone_out
- phone_talk
- player_sneak
- player_sneak_walkstart
- roadcross
- roadcross_female
- roadcross_gang
- roadcross_old
- run_1armed
- run_armed
- run_civi
- run_csaw
- run_fat
- run_fatold
- run_gang1
- run_left
- run_old
- run_player
- run_right
- run_rocket
- run_stop
- run_stopr
- run_wuzi
- seat_down
- seat_idle
- seat_up
- shot_leftp
- shot_partial
- shot_partial_b
- shot_rightp
- shove_partial
- smoke_in_car
- sprint_civi
- sprint_panic
- sprint_wuzi
- swat_run
- swim_tread
- tap_hand
- tap_handp
- turn_180
- turn_l
- turn_r

- walk_armed
- walk_civi
- walk_csaw
- walk_doorpartial
- walk_drunk
- walk_fat
- walk_fatold
- walk_gang1
- walk_gang2
- walk_old
- walk_player
- walk_rocket
- walk_shuffle
- walk_start
- walk_start_armed
- walk_start_csaw
- walk_start_rocket
- walk_wuzi
- weapon_crouch
- woman_idlestance
- woman_run
- woman_runbusy
- woman_runfatold
- woman_runpanic
- woman_runsexy
- woman_walkbusy
- woman_walkfatold
- woman_walknorm
- woman_walkold
- woman_walkpro
- woman_walksexy
- woman_walkshop
- xpressscratch

player_dvbys

- plyr_drivebybwd
- plyr_drivebyfwd
- plyr_drivebylhs
- plyr_drivebyrhs

playidles

- shift
- shldr
- stretch
- strleg
- time

police

- coptraf_away
- coptraf_come
- coptraf_left
- coptraf_stop
- cop_getoutcar_lhs
- cop_move_fwd
- crm_drgbst_01
- door_kick
- plc_drgbst_01
- plc_drgbst_02

pool

- pool_chalkcue
- pool_idle_stance
- pool_long_shot
- pool_long_shot_o
- pool_long_start
- pool_long_start_o
- pool_med_shot
- pool_med_shot_o

- pool_med_start
- pool_med_start_o
- pool_place_white
- pool_short_shot
- pool_short_shot_o
- pool_short_start
- pool_short_start_o
- pool_walk
- pool_walk_start
- pool_xlong_shot
- pool_xlong_shot_o
- pool_xlong_start
- pool_xlong_start_o

poor

- winwash_start
- winwash_wash2beg

python

- python_crouchfire
- python_crouchreload
- python_fire
- python_fire_poor
- python_reload

quad

- quad_back
- quad_driveby_ft
- quad_driveby_lhs
- quad_driveby_rhs
- quad_fwd
- quad_getoff_b
- quad_getoff_lhs
- quad_getoff_rhs
- quad_geton_lhs
- quad_geton_rhs
- quad_hit
- quad_kick
- quad_left
- quad_passenger
- quad_reverse
- quad_ride
- quad_right

quad_dbz

- pass_driveby_bwd
- pass_driveby_fwd
- pass_driveby_lhs
- pass_driveby_rhs

rapping

- laugh_01
- rap_a_in
- rap_a_loop
- rap_a_out
- rap_b_in
- rap_b_loop
- rap_b_out
- rap_c_loop

rifle

- rifle_crouchfire
- rifle_crouchload
- rifle_fire
- rifle_fire_poor

- rifle_load

riot

- riot_angry
- riot_angry_b
- riot_challenge
- riot_chant
- riot_fuku
- riot_punches
- riot_shout

rob_bank

- cat_safe_end
- cat_safe_open
- cat_safe_open_o
- cat_safe_rob
- shp_handsup_scr

rocket

- idle_rocket
- rocketfire
- run_rocket
- walk_rocket
- walk_start_rocket

rustler

- plane_align_lhs
- plane_close
- plane_getin
- plane_getout
- plane_open

ryder

- ryd_beckon_01
- ryd_beckon_02
- ryd_beckon_03
- ryd_die_pt1
- ryd_die_pt2
- van_crate_l
- van_crate_r
- van_fall_l
- van_fall_r
- van_lean_l
- van_lean_r
- van_pickup_e
- van_pickup_s
- van_stand
- van_stand_crate
- van_throw

scratching

- scdlldp
- scdlulp
- scdrdlp
- scdrulp
- sclng_l
- sclng_r
- scmid_l
- scmid_r
- scshrtl
- scshrtr
- sc_ltor
- sc_rtol

shamal

- shamal_align
- shamal_getin_lhs
- shamal_getout_lhs
- shamal_open

shop

- rob_2idle
- rob_loop
- rob_loop_threat
- rob_shifty
- rob_stickup_in
- shp_duck
- shp_duck_aim
- shp_duck_fire
- shp_gun_aim
- shp_gun_duck
- shp_gun_fire
- shp_gun_grab
- shp_gun_threat
- shp_handsup_scr
- shp_jump_glide
- shp_jump_land
- shp_jump_launch
- shp_rob_givecash
- shp_rob_handsup
- shp_rob_react
- shp_serve_end
- shp_serve_idle
- shp_serve_loop
- shp_serve_start
- smoke_ryd

shotgun

- shotgun_crouchfire
- shotgun_fire
- shotgun_fire_poor

silenced

- crouchreload
- silencecrouchfire
- silence_fire
- silence_reload

skate

- skate_idle
- skate_run
- skate_sprint

smoking

- f_smklean_loop
- m_smklean_loop
- m_smkstnd_loop
- m_smk_drag
- m_smk_in
- m_smk_loop
- m_smk_out
- m_smk_tap

sniper

- weapon_sniper

spraycan

- spraycan_fire
- spraycan_full

strip

- ply_cash
- pun_cash
- pun_holler
- pun_loop
- strip_a
- strip_b
- strip_c
- strip_d
- strip_e
- strip_f
- strip_g
- str_a2b
- str_b2a
- str_b2c
- str_c1
- str_c2
- str_c2b
- str_loop_a
- str_loop_b
- str_loop_c

sunbathe

- batherdown
- batherup
- lay_bac_in
- lay_bac_out
- parksit_m_idlea
- parksit_m_idleb
- parksit_m_idlec
- parksit_m_in
- parksit_m_out
- parksit_w_idlea
- parksit_w_idleb
- parksit_w_idlec
- parksit_w_in
- parksit_w_out
- sbathe_f_lieb2sit
- sbathe_f_out
- sitnwait_in_w
- sitnwait_out_w

swat

- gnstwall injurd
- jmp_wall1m_180
- rail_fall
- rail_fall_crawl
- swt_breach_01
- swt_breach_02
- swt_breach_03
- swt_go
- swt_lkt
- swt_sty
- swt_vent_01
- swt_vent_02
- swt_vnt_sht_die
- swt_vnt_sht_in
- swt_vnt_sht_loop
- swt_wllpk_l
- swt_wllpk_l_back
- swt_wllpk_r
- swt_wllpk_r_back
- swt_wllshoot_in_l
- swt_wllshoot_in_r
- swt_wllshoot_out_l
- swt_wllshoot_out_r

sweet

- ho_ass_slapped
- lafin_player
- lafin_sweet
- plyr_hndshldr_01
- sweet_ass_slap
- sweet_hndshldr_01
- sweet_injuredloop

swim

- swim_breast
- swim_crawl
- swim_dive_under
- swim_glide
- swim_jumpout
- swim_tread
- swim_under

sword

- sword_1
- sword_2
- sword_3
- sword_4
- sword_block
- sword_hit_1
- sword_hit_2
- sword_hit_3
- sword_idle
- sword_part

tank

- tank_align_lhs
- tank_close_lhs
- tank_doorlocked
- tank_getin_lhs
- tank_getout_lhs
- tank_open_lhs

tattoos

- tat_arml_in_o
- tat_arml_in_p
- tat_arml_in_t
- tat_arml_out_o
- tat_arml_out_p
- tat_arml_out_t
- tat_arml_pose_o
- tat_arml_pose_p
- tat_arml_pose_t
- tat_armr_in_o
- tat_armr_in_p
- tat_armr_in_t
- tat_armr_out_o
- tat_armr_out_p
- tat_armr_out_t
- tat_armr_pose_o
- tat_armr_pose_p
- tat_armr_pose_t
- tat_back_in_o
- tat_back_in_p
- tat_back_in_t
- tat_back_out_o
- tat_back_out_p
- tat_back_out_t
- tat_back_pose_o
- tat_back_pose_p
- tat_back_pose_t

- tat_back_sit_in_p
- tat_back_sit_loop_p
- tat_back_sit_out_p
- tat_bel_in_o
- tat_bel_in_t
- tat_bel_out_o
- tat_bel_out_t
- tat_bel_pose_o
- tat_bel_pose_t
- tat_che_in_o
- tat_che_in_p
- tat_che_in_t
- tat_che_out_o
- tat_che_out_p
- tat_che_out_t
- tat_che_pose_o
- tat_che_pose_p
- tat_che_pose_t
- tat_drop_o
- tat_idle_loop_o
- tat_idle_loop_t
- tat_sit_in_o
- tat_sit_in_p
- tat_sit_in_t
- tat_sit_loop_o
- tat_sit_loop_p
- tat_sit_loop_t
- tat_sit_out_o
- tat_sit_out_p
- tat_sit_out_t

tec

- tec_crouchfire
- tec_crouchreload
- tec_fire
- tec_reload

train

- tran_gtup
- tran_hng
- tran_ouch
- tran_stmb

truck

- truck_align_lhs
- truck_align_rhs
- truck_closedoor_lhs
- truck_closedoor_rhs
- truck_close_lhs
- truck_close_rhs
- truck_getin_lhs
- truck_getin_rhs
- truck_getout_lhs
- truck_getout_rhs
- truck_jackedlhs
- truck_jackedrhs
- truck_open_lhs
- truck_open_rhs
- truck_pullout_lhs
- truck_pullout_rhs
- truck_shuffle

uzi

- uzi_crouchfire
- uzi_crouchreload
- uzi_fire
- uzi_fire_poor
- uzi_reload

van

- van_close_back_lhs
- van_close_back_rhs
- van_getin_back_lhs
- van_getin_back_rhs
- van_getout_back_lhs
- van_getout_back_rhs
- van_open_back_lhs
- van_open_back_rhs

vending

- vend_drink2_p
- vend_drink_p
- vend_eat1_p
- vend_eat_p
- vend_use
- vend_use_pt2

vortex

- car_jumpin_lhs
- car_jumpin_rhs
- vortex_getout_lhs
- vortex_getout_rhs

wayfarer

- wf_back
- wf_drivebyft
- wf_drivebylhs
- wf_drivebyrhs
- wf_fwd
- wf_getoffback
- wf_getofflhs
- wf_getoffrhs
- wf_hit
- wf_jumponl
- wf_jumponr
- wf_kick
- wf_left
- wf_passenger
- wf_pushes
- wf_ride
- wf_right
- wf_still

weapons

- shp_1h_lift
- shp_1h_lift_end
- shp_1h_ret
- shp_1h_ret_s
- shp_2h_lift
- shp_2h_lift_end
- shp_2h_ret
- shp_2h_ret_s
- shp_ar_lift
- shp_ar_lift_end
- shp_ar_ret
- shp_ar_ret_s
- shp_g_lift_in
- shp_g_lift_out
- shp_tray_in
- shp_tray_out
- shp_tray_pose

wuzi

- cs_dead_guy

- cs_plyr_pt1
- cs_plyr_pt2
- cs_wuzi_pt1
- cs_wuzi_pt2
- walkstart_idle_01
- wuzi_follow
- wuzi_greet_plyr
- wuzi_greet_wuzi
- wuzi_grnd_chk
- wuzi_stand_loop
- wuzi_walk

Lua table of animations

```

local animations = {
  airport = {"thrw_barl_thrw"},
  attractors = {
    "stepsit_in",
    "stepsit_loop",
    "stepsit_out"
  },
  bar = {
    "barcustom_get",
    "barcustom_loop",
    "barcustom_order",
    "barman_idle",
    "barserve_bottle",
    "barserve_give",
    "barserve_glass",
    "barserve_in",
    "barserve_loop",
    "barserve_order",
    "dnk_stndf_loop",
    "dnk_stndm_loop"
  },
  baseball = {
    "bat_1",
    "bat_2",
    "bat_3",
    "bat_4",
    "bat_block",
    "bat_hit_1",
    "bat_hit_2",
    "bat_hit_3",
    "bat_idle",
    "bat_m",
    "bat_part"
  },
  bd_fire = {
    "bd_fire1",
    "bd_fire2",
    "bd_fire3",
    "bd_gf_wave",
    "bd_panic_01",
    "bd_panic_02",
    "bd_panic_03",
    "bd_panic_04",
    "bd_panic_loop",
    "grlfrd_kiss_03",
    "m_smklean_loop",
    "playa_kiss_03",
    "wash_up"
  },
  beach = {
    "bather",
    "lay_bac_loop",
    "parksit_m_loop",
    "parksit_w_loop",
    "sitnwait_loop_w"
  },
  benchpress = {
    "gym_bp_celebrate",
    "gym_bp_down",
    "gym_bp_getoff",
    "gym_bp_geton",
    "gym_bp_up_a",
    "gym_bp_up_b",
    "gym_bp_up_smooth"
  },
}
```

```

bf_injection = {
    "bf_getin_lhs",
    "bf_getin_rhs",
    "bf_getout_lhs",
    "bf_getout_rhs"
},
biked = {
    "biked_back",
    "biked_drivebyft",
    "biked_drivebylhs",
    "biked_drivebyrhs",
    "biked_fwd",
    "biked_getoffback",
    "biked_getofflhs",
    "biked_getoffrhs",
    "biked_hit",
    "biked_jumponl",
    "biked_jumponr",
    "biked_kick",
    "biked_left",
    "biked_passenger",
    "biked_pushes",
    "biked_ride",
    "biked_right",
    "biked_shuffle",
    "biked_still"
},
bikeh = {
    "bikeh_back",
    "bikeh_drivebyft",
    "bikeh_drivebylhs",
    "bikeh_drivebyrhs",
    "bikeh_fwd",
    "bikeh_getoffback",
    "bikeh_getofflhs",
    "bikeh_getoffrhs",
    "bikeh_hit",
    "bikeh_jumponl",
    "bikeh_jumponr",
    "bikeh_kick",
    "bikeh_left",
    "bikeh_passenger",
    "bikeh_pushes",
    "bikeh_ride",
    "bikeh_right",
    "bikeh_still"
},
bikeleap = {
    "bk_blnce_in",
    "bk_blnce_out",
    "bk_jump",
    "bk_rdy_in",
    "bk_rdy_out",
    "struggle_cesar",
    "struggle_driver",
    "truck_driver",
    "truck_getin"
},
bikes = {
    "bikes_back",
    "bikes_drivebyft",
    "bikes_drivebylhs",
    "bikes_drivebyrhs",
    "bikes_fwd",
    "bikes_getoffback",
    "bikes_getofflhs",
    "bikes_getoffrhs",
    "bikes_hit",
    "bikes_jumponl",
    "bikes_jumponr",
    "bikes_kick",
    "bikes_left",
    "bikes_passenger",
    "bikes_pushes",
    "bikes_ride",
    "bikes_right",
    "bikes_snatch_l",
    "bikes_snatch_r",
    "bikes_still"
},
bikev = {
    "bikev_back",
    "bikev_drivebyft",

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    "bikev_drivebylhs",
    "bikev_drivebyrhs",
    "bikev_fwd",
    "bikev_getoffback",
    "bikev_getofflhs",
    "bikev_getoffrhs",
    "bikev_hit",
    "bikev_jumponl",
    "bikev_jumponr",
    "bikev_kick",
    "bikev_left",
    "bikev_passenger",
    "bikev_pushes",
    "bikev_ride",
    "bikev_right",
    "bikev_still"
},
bike_dbz = {
    "pass_driveby_bwd",
    "pass_driveby_fwd",
    "pass_driveby_lhs",
    "pass_driveby_rhs"
},
bmx = {
    "bmx_back",
    "bmx_bunnyhop",
    "bmx_drivebyft",
    "bmx_driveby_lhs",
    "bmx_driveby_rhs",
    "bmx_fwd",
    "bmx_getoffback",
    "bmx_getofflhs",
    "bmx_getoffrhs",
    "bmx_jumponl",
    "bmx_jumponr",
    "bmx_left",
    "bmx_pedal",
    "bmx_pushes",
    "bmx_ride",
    "bmx_right",
    "bmx_sprint",
    "bmx_still"
},
bomber = {
    "bom_plant",
    "bom_plant_2idle",
    "bom_plant_crouch_in",
    "bom_plant_crouch_out",
    "bom_plant_in",
    "bom_plant_loop"
},
box = {
    "boxhipin",
    "boxhipup",
    "boxshdwn",
    "boxshup",
    "bxhipwlk",
    "bxhwlki",
    "bxshwlk",
    "bxshwlki",
    "bxwlko",
    "catch_box"
},
bsktball = {
    "bball_def_jump_shot",
    "bball_def_loop",
    "bball_def_stepl",
    "bball_def_stepr",
    "bball_dnk",
    "bball_dnk_gli",
    "bball_dnk_gli_o",
    "bball_dnk_lnch",
    "bball_dnk_lnch_o",
    "bball_dnk_lnd",
    "bball_dnk_o",
    "bball_idle",
    "bball_idle2",
    "bball_idle2_o",
    "bball_idleloop",
    "bball_idleloop_o",
    "bball_idle_o",
    "bball_jump_cancel",
    "bball_jump_cancel_o",

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    "bball_jump_end",
    "bball_jump_shot",
    "bball_jump_shot_o",
    "bball_net_dnk_o",
    "bball_pickup",
    "bball_pickup_o",
    "bball_react_miss",
    "bball_react_score",
    "bball_run",
    "bball_run_o",
    "bball_skidstop_l",
    "bball_skidstop_l_o",
    "bball_skidstop_r",
    "bball_skidstop_r_o",
    "bball_walk",
    "bball_walkstop_l",
    "bball_walkstop_l_o",
    "bball_walkstop_r",
    "bball_walkstop_r_o",
    "bball_walk_o",
    "bball_walk_start",
    "bball_walk_start_o"
},
buddy = {
    "buddy_crouchfire",
    "buddy_crouchreload",
    "buddy_fire",
    "buddy_fire_poor",
    "buddy_reload"
},
bus = {
    "bus_close",
    "bus_getin_lhs",
    "bus_getin_rhs",
    "bus_getout_lhs",
    "bus_getout_rhs",
    "bus_jacked_lhs",
    "bus_open",
    "bus_open_rhs",
    "bus_pullout_lhs"
},
camera = {
    "camcrch_cmon",
    "camcrch_idleloop",
    "camcrch_stay",
    "camcrch_to_camstnd",
    "camstnd_cmon",
    "camstnd_idleloop",
    "camstnd_lkabt",
    "camstnd_to_camcrch",
    "piccrch_in",
    "piccrch_out",
    "piccrch_take",
    "picstnd_in",
    "picstnd_out",
    "picstnd_take"
},
car = {
    "fixn_car_loop",
    "fixn_car_out",
    "flag_drop",
    "sit_relaxed",
    "tap_hand",
    "tyd2car_bump",
    "tyd2car_high",
    "tyd2car_low",
    "tyd2car_med",
    "tyd2car_turnl",
    "tyd2car_turnr"
},
carry = {
    "crry_ptial",
    "liftup",
    "liftup05",
    "liftup105",
    "putdwn",
    "putdwn05",
    "putdwn105"
},
car_chat = {
    "carfone_in",
    "carfone_loopa",
    "carfone_loopa_to_b",

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    "carfone_loopb",
    "carfone_loopb_to_a",
    "carfone_out",
    "car_sc1_bl",
    "car_sc1_br",
    "car_sc1_fl",
    "car_sc1_fr",
    "car_sc2_fl",
    "car_sc3_br",
    "car_sc3_fl",
    "car_sc3_fr",
    "car_sc4_bl",
    "car_sc4_br",
    "car_sc4_fl",
    "car_sc4_fr",
    "car_talkm_in",
    "car_talkm_loop",
    "car_talkm_out"
},
casino = {
    "cards_in",
    "cards_loop",
    "cards_lose",
    "cards_out",
    "cards_pick_01",
    "cards_pick_02",
    "cards_raise",
    "cards_win",
    "dealone",
    "manwinb",
    "manwind",
    "roulette_bet",
    "roulette_in",
    "roulette_loop",
    "roulette_lose",
    "roulette_out",
    "roulette_win",
    "slot_bet_01",
    "slot_bet_02",
    "slot_in",
    "slot_lose_out",
    "slot_plyr",
    "slot_wait",
    "slot_win_out",
    "wof"
},
chainsaw = {
    "csaw_1",
    "csaw_2",
    "csaw_3",
    "csaw_g",
    "csaw_hit_1",
    "csaw_hit_2",
    "csaw_hit_3",
    "csaw_part",
    "idle_csaw",
    "weapon_csaw",
    "weapon_csawlo"
},
choppa = {
    "choppa_back",
    "choppa_bunnyhop",
    "choppa_drivebyft",
    "choppa_driveby_lhs",
    "choppa_driveby_rhs",
    "choppa_fwd",
    "choppa_getoffback",
    "choppa_getofflhs",
    "choppa_getoffrhs",
    "choppa_jumponl",
    "choppa_jumponr",
    "choppa_left",
    "choppa_pedal",
    "choppa_pushes",
    "choppa_ride",
    "choppa_right",
    "choppa_sprint",
    "choppa_still"
},
clothes = {
    "clo_buy",
    "clo_in",
    "clo_out",

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    "clo_pose_hat",
    "clo_pose_in",
    "clo_pose_in_o",
    "clo_pose_legs",
    "clo_pose_loop",
    "clo_pose_out",
    "clo_pose_out_o",
    "clo_pose_shoes",
    "clo_pose_torso",
    "clo_pose_watch"
},
coach = {
    "coach_inl",
    "coach_inr",
    "coach_opnl",
    "coach_opnr",
    "coach_outl",
    "coach_outr"
},
colt45 = {
    "2guns_crouchfire",
    "colt45_crouchfire",
    "colt45_crouchreload",
    "colt45_fire",
    "colt45_fire_2hands",
    "colt45_reload",
    "sawnoff_reload"
},
cop_ambient = {
    "copbrowse_in",
    "copbrowse_loop",
    "copbrowse_nod",
    "copbrowse_out",
    "copbrowse_shake",
    "coplook_in",
    "coplook_loop",
    "coplook_nod",
    "coplook_out",
    "coplook_shake",
    "coplook_think",
    "coplook_watch"
},
cop_dvbyz = {
    "cop_dvby_b",
    "cop_dvby_ft",
    "cop_dvby_l",
    "cop_dvby_r"
},
crack = {
    "bbalbat_idle_01",
    "bbalbat_idle_02",
    "crckdeth1",
    "crckdeth2",
    "crckdeth3",
    "crckdeth4",
    "crckidle1",
    "crckidle2",
    "crckidle3",
    "crckidle4"
},
crib = {
    "crib_console_loop",
    "crib_use_switch",
    "ped_console_loop",
    "ped_console_loose",
    "ped_console_win"
},
dam_jump = {
    "dam_dive_loop",
    "dam_land",
    "dam_launch",
    "jump_roll",
    "sf_jumpwall"
},
dancing = {
    "bd_clap",
    "bd_clap1",
    "dance_loop",
    "dan_down_a",
    "dan_left_a",
    "dan_loop_a",
    "dan_right_a",
    "dan_up_a",

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    "dnce_m_a",
    "dnce_m_b",
    "dnce_m_c",
    "dnce_m_d",
    "dnce_m_e"
},
dealer = {
    "dealer_deal",
    "dealer_idle",
    "dealer_idle_01",
    "dealer_idle_02",
    "dealer_idle_03",
    "drugs_buy",
    "shop_pay"
},
dildo = {
    "dildo_1",
    "dildo_2",
    "dildo_3",
    "dildo_block",
    "dildo_g",
    "dildo_hit_1",
    "dildo_hit_2",
    "dildo_hit_3",
    "dildo_idle"
},
dodge = {
    "cover_dive_01",
    "cover_dive_02",
    "crushed",
    "crush_jump"
},
dozer = {
    "dozer_align_lhs",
    "dozer_align_rhs",
    "dozer_getin_lhs",
    "dozer_getin_rhs",
    "dozer_getout_lhs",
    "dozer_getout_rhs",
    "dozer_jacked_lhs",
    "dozer_jacked_rhs",
    "dozer_pullout_lhs",
    "dozer_pullout_rhs"
},
drivebys = {
    "gang_drivebylhs",
    "gang_drivebylhs_bwd",
    "gang_drivebylhs_fwd",
    "gang_drivebyrhs",
    "gang_drivebyrhs_bwd",
    "gang_drivebyrhs_fwd",
    "gang_drivebytop_lhs",
    "gang_drivebytop_rhs"
},
fat = {
    "fatidle",
    "fatidle_armed",
    "fatidle_csaw",
    "fatidle_rocket",
    "fatrun",
    "fatrun_armed",
    "fatrun_csaw",
    "fatrun_rocket",
    "fatsprint",
    "fatwalk",
    "fatwalkstart",
    "fatwalkstart_csaw",
    "fatwalkst_armed",
    "fatwalkst_rocket",
    "fatwalk_armed",
    "fatwalk_csaw",
    "fatwalk_rocket",
    "idle_tired"
},
fight_b = {
    "fightb_1",
    "fightb_2",
    "fightb_3",
    "fightb_block",
    "fightb_g",
    "fightb_idle",
    "fightb_m",
    "hitb_1",

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        "hitb_2",
        "hitb_3"
    },
    fight_c = {
        "fightc_1",
        "fightc_2",
        "fightc_3",
        "fightc_block",
        "fightc_blocking",
        "fightc_g",
        "fightc_idle",
        "fightc_m",
        "fightc_spar",
        "hitc_1",
        "hitc_2",
        "hitc_3"
    },
    fight_d = {
        "fightd_1",
        "fightd_2",
        "fightd_3",
        "fightd_block",
        "fightd_g",
        "fightd_idle",
        "fightd_m",
        "hitd_1",
        "hitd_2",
        "hitd_3"
    },
    fight_e = {
        "fightkick",
        "fightkick_b",
        "hit_fightkick",
        "hit_fightkick_b"
    },
    finale = {
        "fin_climb_in",
        "fin_cop1_climbout2",
        "fin_cop1_loop",
        "fin_cop1_stomp",
        "fin_hang_l",
        "fin_hang_loop",
        "fin_hang_r",
        "fin_hang_slip",
        "fin_jump_on",
        "fin_land_car",
        "fin_land_die",
        "fin_legsup",
        "fin_legsup_l",
        "fin_legsup_loop",
        "fin_legsup_r",
        "fin_let_go"
    },
    finale2 = {
        "fin_cop1_climbout",
        "fin_cop1_fall",
        "fin_cop1_loop",
        "fin_cop1_shot",
        "fin_cop1_swing",
        "fin_cop2_climbout",
        "fin_switch_p",
        "fin_switch_s"
    },
    flame = {
        "flame_fire",
        "flower_attack",
        "flower_attack_m",
        "flower_hit"
    },
    food = {
        "eat_burger",
        "eat_chicken",
        "eat_pizza",
        "eat_vomit_p",
        "eat_vomit_sk",
        "ff_dam_bkw",
        "ff_dam_fwd",
        "ff_dam_left",
        "ff_dam_right",
        "ff_die_bkw",
        "ff_die_fwd",
        "ff_die_left",
        "ff_die_right",

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    "ff_sit_eat1",
    "ff_sit_eat2",
    "ff_sit_eat3",
    "ff_sit_in",
    "ff_sit_in_l",
    "ff_sit_in_r",
    "ff_sit_look",
    "ff_sit_loop",
    "ff_sit_out_180",
    "ff_sit_out_l_180",
    "ff_sit_out_r_180",
    "shp_thank",
    "shp_tray_in",
    "shp_tray_lift",
    "shp_tray_lift_in",
    "shp_tray_lift_loop",
    "shp_tray_lift_out",
    "shp_tray_out",
    "shp_tray_pose",
    "shp_tray_return"
},
freeweights = {
    "gym_barbell",
    "gym_free_a",
    "gym_free_b",
    "gym_free_celebrate",
    "gym_free_down",
    "gym_free_loop",
    "gym_free_pickup",
    "gym_free_putdown",
    "gym_free_up_smooth"
},
gangs = {
    "dealer_deal",
    "dealer_idle",
    "drnkbr_prtl",
    "drnkbr_prtl_f",
    "drugs_buy",
    "hndshkaa",
    "hndshkba",
    "hndshkca",
    "hndshkcb",
    "hndshkda",
    "hndshkea",
    "hndshkfa",
    "hndshkfa_swt",
    "invite_no",
    "invite_yes",
    "leanidle",
    "leanin",
    "leanout",
    "ptial_gngtlka",
    "ptial_gngtlkb",
    "ptial_gngtlkc",
    "ptial_gngtlkd",
    "ptial_gngtlke",
    "ptial_gngtlkf",
    "ptial_gngtlkg",
    "ptial_gngtlkh",
    "ptial_hndshk_01",
    "ptial_hndshk_biz_01",
    "shake_cara",
    "shake_cark",
    "shake_carsh",
    "smkcig_prtl",
    "smkcig_prtl_f"
},
ghands = {
    "gsign1",
    "gsign1lh",
    "gsign2",
    "gsign2lh",
    "gsign3",
    "gsign3lh",
    "gsign4",
    "gsign4lh",
    "gsign5",
    "gsign5lh",
    "lhgsign1",
    "lhgsign2",
    "lhgsign3",
    "lhgsign4",
    "lhgsign5",

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```

    "rhgsign1",
    "rhgsign2",
    "rhgsign3",
    "rhgsign4",
    "rhgsign5"
},
ghetto_db = {
    "gdb_car2_ply",
    "gdb_car2_smo",
    "gdb_car2_swe",
    "gdb_car_ply",
    "gdb_car_ryd",
    "gdb_car_smo",
    "gdb_car_swe"
},
goggles = {"goggles_put_on"},
graffiti = {
    "graffiti_chkout",
    "spraycan_fire"
},
graveyard = {
    "mrnf_loop",
    "mrnm_loop",
    "prst_loopa"
},
grenade = {
    "weapon_start_throw",
    "weapon_throw",
    "weapon_throwu"
},
gymnasium = {
    "gymshadowbox",
    "gym_bike_celebrate",
    "gym_bike_fast",
    "gym_bike_faster",
    "gym_bike_getoff",
    "gym_bike_geton",
    "gym_bike_pedal",
    "gym_bike_slow",
    "gym_bike_still",
    "gym_jog_falloff",
    "gym_shadowbox",
    "gym_tread_celebrate",
    "gym_tread_falloff",
    "gym_tread_getoff",
    "gym_tread_geton",
    "gym_tread_jog",
    "gym_tread_sprint",
    "gym_tread_tired",
    "gym_tread_walk",
    "gym_walk_falloff",
    "pedals_fast",
    "pedals_med",
    "pedals_slow",
    "pedals_still"
},
haircuts = {
    "brb_beard_01",
    "brb_buy",
    "brb_cut",
    "brb_cut_in",
    "brb_cut_out",
    "brb_hair_01",
    "brb_hair_02",
    "brb_in",
    "brb_loop",
    "brb_out",
    "brb_sit_in",
    "brb_sit_loop",
    "brb_sit_out"
},
heist9 = {
    "cas_g2_gasko",
    "swt_wllpk_l",
    "swt_wllpk_l_back",
    "swt_wllpk_r",
    "swt_wllpk_r_back",
    "swt_wllshoot_in_l",
    "swt_wllshoot_in_r",
    "swt_wllshoot_out_l",
    "swt_wllshoot_out_r",
    "use_swipecard"
},

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int_house = {
    "bed_in_l",
    "bed_in_r",
    "bed_loop_l",
    "bed_loop_r",
    "bed_out_l",
    "bed_out_r",
    "lou_in",
    "lou_loop",
    "lou_out",
    "wash_up"
},
int_office = {
    "ff_dam_fwd",
    "off_sit_2idle_180",
    "off_sit_bored_loop",
    "off_sit_crash",
    "off_sit_drink",
    "off_sit_idle_loop",
    "off_sit_in",
    "off_sit_read",
    "off_sit_type_loop",
    "off_sit_watch"
},
int_shop = {
    "shop_cashier",
    "shop_in",
    "shop_looka",
    "shop_lookb",
    "shop_loop",
    "shop_out",
    "shop_pay",
    "shop_shelf"
},
jst_buisness = {
    "girl_01",
    "girl_02",
    "player_01",
    "smoke_01"
},
kart = {
    "kart_getin_lhs",
    "kart_getin_rhs",
    "kart_getout_lhs",
    "kart_getout_rhs"
},
kissing = {
    "bd_gf_wave",
    "gfwave2",
    "gf_carargue_01",
    "gf_carargue_02",
    "gf_carspot",
    "gf_streetargue_01",
    "gf_streetargue_02",
    "gift_get",
    "gift_give",
    "grlfrd_kiss_01",
    "grlfrd_kiss_02",
    "grlfrd_kiss_03",
    "playa_kiss_01",
    "playa_kiss_02",
    "playa_kiss_03"
},
knife = {
    "kill_knife_ped_damage",
    "kill_knife_ped_die",
    "kill_knife_player",
    "kill_partial",
    "knife_1",
    "knife_2",
    "knife_3",
    "knife_4",
    "knife_block",
    "knife_g",
    "knife_hit_1",
    "knife_hit_2",
    "knife_hit_3",
    "knife_idle",
    "knife_part",
    "weapon_knifeidle"
},
lapdan1 = {
    "lapdan_d",

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    "lapdan_p"
},
lapdan2 = {
    "lapdan_d",
    "lapdan_p"
},
lapdan3 = {
    "lapdan_d",
    "lapdan_p"
},
lowrider = {
    "f_smklean_loop",
    "lrgirl_bdbnce",
    "lrgirl_hair",
    "lrgirl_hurry",
    "lrgirl_idleloop",
    "lrgirl_idle_to_l0",
    "lrgirl_l0_bnce",
    "lrgirl_l0_loop",
    "lrgirl_l0_to_l1",
    "lrgirl_l12_to_l0",
    "lrgirl_l1_bnce",
    "lrgirl_l1_loop",
    "lrgirl_l1_to_l2",
    "lrgirl_l2_bnce",
    "lrgirl_l2_loop",
    "lrgirl_l2_to_l3",
    "lrgirl_l345_to_l1",
    "lrgirl_l3_bnce",
    "lrgirl_l3_loop",
    "lrgirl_l3_to_l4",
    "lrgirl_l4_bnce",
    "lrgirl_l4_loop",
    "lrgirl_l4_to_l5",
    "lrgirl_l5_bnce",
    "lrgirl_l5_loop",
    "m_smklean_loop",
    "m_smkstnd_loop",
    "prtial_gngtlkb",
    "prtial_gngtlkc",
    "prtial_gngtlkd",
    "prtial_gngtlke",
    "prtial_gngtlkf",
    "prtial_gngtlkg",
    "prtial_gngtlkh",
    "rap_a_loop",
    "rap_b_loop",
    "rap_c_loop",
    "sit_relaxed",
    "tap_hand"
},
md_chase = {
    "carhit_hangon",
    "carhit_tumble",
    "donutdrop",
    "fen_choppa_l1",
    "fen_choppa_l2",
    "fen_choppa_l3",
    "fen_choppa_r1",
    "fen_choppa_r2",
    "fen_choppa_r3",
    "hangon_stun_loop",
    "hangon_stun_turn",
    "md_bike_2_hang",
    "md_bike_jump_bl",
    "md_bike_jump_f",
    "md_bike_lnd_bl",
    "md_bike_lnd_die_bl",
    "md_bike_lnd_die_f",
    "md_bike_lnd_f",
    "md_bike_lnd_roll",
    "md_bike_lnd_roll_f",
    "md_bike_punch",
    "md_bike_punch_f",
    "md_bike_shot_f",
    "md_hang_lnd_roll",
    "md_hang_loop"
},
md_end = {
    "end_scl_ply",
    "end_scl_ryd",
    "end_scl_smo",
    "end_scl_swe",

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```

    "end_sc2_ply",
    "end_sc2_ryd",
    "end_sc2_smo",
    "end_sc2_swe"
},
medic = {"cpr"},
misc = {
    "bitchslap",
    "bmx_celebrate",
    "bmx_comeon",
    "bmx_idleloop_01",
    "bmx_idleloop_02",
    "bmx_talkleft_in",
    "bmx_talkleft_loop",
    "bmx_talkleft_out",
    "bmx_talkright_in",
    "bmx_talkright_loop",
    "bmx_talkright_out",
    "bng_wndw",
    "bng_wndw_02",
    "case_pickup",
    "door_jet",
    "grab_l",
    "grab_r",
    "hiker_pose",
    "hiker_pose_l",
    "idle_chat_02",
    "kat_throw_k",
    "kat_throw_o",
    "kat_throw_p",
    "pass_rifle_o",
    "pass_rifle_ped",
    "pass_rifle_ply",
    "pickup_box",
    "plane_door",
    "plane_exit",
    "plane_hijack",
    "plunger_01",
    "plyrlean_loop",
    "plyr_shkhead",
    "run_dive",
    "scratchballs_01",
    "seat_lr",
    "seat_talk_01",
    "seat_talk_02",
    "seat_watch",
    "smalplane_door",
    "smlplane_door"
},
mtb = {
    "mtb_back",
    "mtb_bunnyhop",
    "mtb_drivebyft",
    "mtb_driveby_lhs",
    "mtb_driveby_rhs",
    "mtb_fwd",
    "mtb_getoffback",
    "mtb_getofflhs",
    "mtb_getoffrhs",
    "mtb_jumponl",
    "mtb_jumponr",
    "mtb_left",
    "mtb_pedal",
    "mtb_pushes",
    "mtb_ride",
    "mtb_right",
    "mtb_sprint",
    "mtb_still"
},
muscular = {
    "msclewalkst_armed",
    "msclewalkst_csaw",
    "mscle_rckt_run",
    "mscle_rckt_walkst",
    "mscle_run_csaw",
    "muscleidle",
    "muscleidle_armed",
    "muscleidle_csaw",
    "muscleidle_rocket",
    "musclerun",
    "musclerun_armed",
    "musclesprint",
    "musclewalk",

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    "musclewalkstart",
    "musclewalk_armed",
    "musclewalk_csaw",
    "musclewalk_rocket"
},
nevada = {
    "nevada_getin",
    "nevada_getout"
},
on_lookers = {
    "lkaround_in",
    "lkaround_loop",
    "lkaround_out",
    "lkup_in",
    "lkup_loop",
    "lkup_out",
    "lkup_point",
    "panic_cower",
    "panic_hide",
    "panic_in",
    "panic_loop",
    "panic_out",
    "panic_point",
    "panic_shout",
    "pointup_in",
    "pointup_loop",
    "pointup_out",
    "pointup_shout",
    "point_in",
    "point_loop",
    "point_out",
    "shout_01",
    "shout_02",
    "shout_in",
    "shout_loop",
    "shout_out",
    "wave_in",
    "wave_loop",
    "wave_out"
},
otb = {
    "betslp_in",
    "betslp_lkabt",
    "betslp_loop",
    "betslp_out",
    "betslp_tnk",
    "wtchrace_cmon",
    "wtchrace_in",
    "wtchrace_loop",
    "wtchrace_lose",
    "wtchrace_out",
    "wtchrace_win"
},
parachute = {
    "fall_skydive",
    "fall_skydive_accel",
    "fall_skydive_die",
    "fall_skydive_l",
    "fall_skydive_r",
    "para_decel",
    "para_decel_o",
    "para_float",
    "para_float_o",
    "para_land",
    "para_land_o",
    "para_land_water",
    "para_land_water_o",
    "para_open",
    "para_open_o",
    "para_rip_land_o",
    "para_rip_loop_o",
    "para_rip_o",
    "para_steerl",
    "para_steerl_o",
    "para_steerr",
    "para_steerr_o"
},
park = {
    "tai_chi_in",
    "tai_chi_loop",
    "tai_chi_out"
},
paulnmac = {

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    "piss_in",
    "piss_loop",
    "piss_out",
    "pnm_argue1_a",
    "pnm_argue1_b",
    "pnm_argue2_a",
    "pnm_argue2_b",
    "pnm_loop_a",
    "pnm_loop_b",
    "wank_in",
    "wank_loop",
    "wank_out"
},
ped = {
    "abseil",
    "arrestgun",
    "atm",
    "bike_elbowl",
    "bike_elbowr",
    "bike_fallr",
    "bike_fall_off",
    "bike_pickupl",
    "bike_pickupr",
    "bike_pullupl",
    "bike_pullupr",
    "bomber",
    "car_alignhi_lhs",
    "car_alignhi_rhs",
    "car_align_lhs",
    "car_align_rhs",
    "car_closedoorl_lhs",
    "car_closedoorl_rhs",
    "car_closedoor_lhs",
    "car_closedoor_rhs",
    "car_close_lhs",
    "car_close_rhs",
    "car_crawloutrhs",
    "car_dead_lhs",
    "car_dead_rhs",
    "car_doorlocked_lhs",
    "car_doorlocked_rhs",
    "car_fallout_lhs",
    "car_fallout_rhs",
    "car_getinl_lhs",
    "car_getinl_rhs",
    "car_getin_lhs",
    "car_getin_rhs",
    "car_getoutl_lhs",
    "car_getoutl_rhs",
    "car_getout_lhs",
    "car_getout_rhs",
    "car_hookertalk",
    "car_jackedlhs",
    "car_jackedrhs",
    "car_jumpin_lhs",
    "car_lb",
    "car_lb_pro",
    "car_lb_weak",
    "car_ljackedlhs",
    "car_ljackedrhs",
    "car_lshuffle_rhs",
    "car_lsit",
    "car_open_lhs",
    "car_open_rhs",
    "car_pulloutl_lhs",
    "car_pulloutl_rhs",
    "car_pullout_lhs",
    "car_pullout_rhs",
    "car_qjacked",
    "car_rolldoor",
    "car_rolldoorlo",
    "car_rollout_lhs",
    "car_rollout_rhs",
    "car_shuffle_rhs",
    "car_sit",
    "car_sitp",
    "car_sitplo",
    "car_sit_pro",
    "car_sit_weak",
    "car_tune_radio",
    "climb_idle",
    "climb_jump",
    "climb_jump2fall",

```

"climb_jump_b",
"climb_pull",
"climb_stand",
"climb_stand_finish",
"cower",
"crouch_roll_l",
"crouch_roll_r",
"dam_arml_frmbk",
"dam_arml_frmft",
"dam_arml_frmlt",
"dam_armr_frmbk",
"dam_armr_frmft",
"dam_armr_frmrt",
"dam_legl_frmbk",
"dam_legl_frmft",
"dam_legl_frmlt",
"dam_legr_frmbk",
"dam_legr_frmft",
"dam_legr_frmrt",
"dam_stomach_frmbk",
"dam_stomach_frmft",
"dam_stomach_frmlt",
"dam_stomach_frmrt",
"door_lhinge_o",
"door_rhinge_o",
"drivebyl_l",
"drivebyl_r",
"driveby_l",
"driveby_r",
"drive_boat",
"drive_boat_back",
"drive_boat_l",
"drive_boat_r",
"drive_l",
"drive_lo_l",
"drive_lo_r",
"drive_l_pro",
"drive_l_pro_slow",
"drive_l_slow",
"drive_l_weak",
"drive_l_weak_slow",
"drive_r",
"drive_r_pro",
"drive_r_pro_slow",
"drive_r_slow",
"drive_r_weak",
"drive_r_weak_slow",
"drive_truck",
"drive_truck_back",
"drive_truck_l",
"drive_truck_r",
"drown",
"duck_cower",
"endchat_01",
"endchat_02",
"endchat_03",
"ev_dive",
"ev_step",
"facanger",
"facgum",
"facsurp",
"facsurpm",
"factalk",
"facurios",
"fall_back",
"fall_collapse",
"fall_fall",
"fall_front",
"fall_glide",
"fall_land",
"fall_skydive",
"fight2idle",
"fighta_1",
"fighta_2",
"fighta_3",
"fighta_block",
"fighta_g",
"fighta_m",
"fightidle",
"fightshb",
"fightshf",
"fightsh_bwd",
"fightsh_fwd",

"fightsh_left",
"fightsh_right",
"flee_lkaround_01",
"floor_hit",
"floor_hit_f",
"fucku",
"gang_gunstand",
"gas_cwr",
"getup",
"getup_front",
"gum_eat",
"guncrouchbwd",
"guncrouchfwd",
"gunmove_bwd",
"gunmove_fwd",
"gunmove_l",
"gunmove_r",
"gun_2_idle",
"gun_butt",
"gun_butt_crouch",
"gun_stand",
"handscower",
"handsup",
"hita_1",
"hita_2",
"hita_3",
"hit_back",
"hit_behind",
"hit_front",
"hit_gun_butt",
"hit_l",
"hit_r",
"hit_walk",
"hit_wall",
"idlestance_fat",
"idlestance_old",
"idle_armed",
"idle_chat",
"idle_csaw",
"idle_gang1",
"idle_hbhb",
"idle_rocket",
"idle_stance",
"idle_taxi",
"idle_tired",
"jetpack_idle",
"jog_femalea",
"jog_malea",
"jump_glide",
"jump_land",
"jump_launch",
"jump_launch_r",
"kart_drive",
"kart_l",
"kart_lb",
"kart_r",
"kd_left",
"kd_right",
"ko_shot_face",
"ko_shot_front",
"ko_shot_stom",
"ko_skid_back",
"ko_skid_front",
"ko_spin_l",
"ko_spin_r",
"pass_smoke_in_car",
"phone_in",
"phone_out",
"phone_talk",
"player_sneak",
"player_sneak_walkstart",
"roadcross",
"roadcross_female",
"roadcross_gang",
"roadcross_old",
"run_larmed",
"run_armed",
"run_civi",
"run_csaw",
"run_fat",
"run_fatold",
"run_gang1",
"run_left",

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"run_old",
"run_player",
"run_right",
"run_rocket",
"run_stop",
"run_stopr",
"run_wuzi",
"seat_down",
"seat_idle",
"seat_up",
"shot_leftp",
"shot_partial",
"shot_partial_b",
"shot_rightp",
"shove_partial",
"smoke_in_car",
"sprint_civi",
"sprint_panic",
"sprint_wuzi",
"swat_run",
"swim_tread",
"tap_hand",
"tap_handp",
"turn_180",
"turn_l",
"turn_r",
"walk_armed",
"walk_civi",
"walk_csaw",
"walk_doorpartial",
"walk_drunk",
"walk_fat",
"walk_fatold",
"walk_gang1",
"walk_gang2",
"walk_old",
"walk_player",
"walk_rocket",
"walk_shuffle",
"walk_start",
"walk_start_armed",
"walk_start_csaw",
"walk_start_rocket",
"walk_wuzi",
"weapon_crouch",
"woman_idlestance",
"woman_run",
"woman_runbusy",
"woman_runfatold",
"woman_runpanic",
"woman_runsexy",
"woman_walkbusy",
"woman_walkfatold",
"woman_walknorm",
"woman_walkold",
"woman_walkpro",
"woman_walksexy",
"woman_walkshop",
"xpressscratch"
},
player_dvbys = {
    "plyr_drivebybwd",
    "plyr_drivebyfwd",
    "plyr_drivebylhs",
    "plyr_drivebyrhs"
},
playidles = {
    "shift",
    "shldr",
    "stretch",
    "strleg",
    "time"
},
police = {
    "coptraf_away",
    "coptraf_come",
    "coptraf_left",
    "coptraf_stop",
    "cop_getoutcar_lhs",
    "cop_move_fwd",
    "crm_drgbst_01",
    "door_kick",
    "plc_drgbst_01",

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    "plc_drgbst_02"
},
pool = {
    "pool_chalkcue",
    "pool_idle_stance",
    "pool_long_shot",
    "pool_long_shot_o",
    "pool_long_start",
    "pool_long_start_o",
    "pool_med_shot",
    "pool_med_shot_o",
    "pool_med_start",
    "pool_med_start_o",
    "pool_place_white",
    "pool_short_shot",
    "pool_short_shot_o",
    "pool_short_start",
    "pool_short_start_o",
    "pool_walk",
    "pool_walk_start",
    "pool_xlong_shot",
    "pool_xlong_shot_o",
    "pool_xlong_start",
    "pool_xlong_start_o"
},
poor = {
    "winwash_start",
    "winwash_wash2beg"
},
python = {
    "python_crouchfire",
    "python_crouchreload",
    "python_fire",
    "python_fire_poor",
    "python_reload"
},
quad = {
    "quad_back",
    "quad_driveby_ft",
    "quad_driveby_lhs",
    "quad_driveby_rhs",
    "quad_fwd",
    "quad_getoff_b",
    "quad_getoff_lhs",
    "quad_getoff_rhs",
    "quad_geton_lhs",
    "quad_geton_rhs",
    "quad_hit",
    "quad_kick",
    "quad_left",
    "quad_passenger",
    "quad_reverse",
    "quad_ride",
    "quad_right"
},
quad_dbz = {
    "pass_driveby_bwd",
    "pass_driveby_fwd",
    "pass_driveby_lhs",
    "pass_driveby_rhs"
},
rapping = {
    "laugh_01",
    "rap_a_in",
    "rap_a_loop",
    "rap_a_out",
    "rap_b_in",
    "rap_b_loop",
    "rap_b_out",
    "rap_c_loop"
},
rifle = {
    "rifle_crouchfire",
    "rifle_crouchload",
    "rifle_fire",
    "rifle_fire_poor",
    "rifle_load"
},
riot = {
    "riot_angry",
    "riot_angry_b",
    "riot_challenge",
    "riot_chant",

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    "riot_fuku",
    "riot_punches",
    "riot_shout"
},
rob_bank = {
    "cat_safe_end",
    "cat_safe_open",
    "cat_safe_open_o",
    "cat_safe_rob",
    "shp_handsup_scr"
},
rocket = {
    "idle_rocket",
    "rocketfire",
    "run_rocket",
    "walk_rocket",
    "walk_start_rocket"
},
rustler = {
    "plane_align_lhs",
    "plane_close",
    "plane_getin",
    "plane_getout",
    "plane_open"
},
ryder = {
    "ryd_beckon_01",
    "ryd_beckon_02",
    "ryd_beckon_03",
    "ryd_die_pt1",
    "ryd_die_pt2",
    "van_crate_l",
    "van_crate_r",
    "van_fall_l",
    "van_fall_r",
    "van_lean_l",
    "van_lean_r",
    "van_pickup_e",
    "van_pickup_s",
    "van_stand",
    "van_stand_crate",
    "van_throw"
},
scratching = {
    "scldldp",
    "scdlulp",
    "scdrdlp",
    "scdrulp",
    "sclng_l",
    "sclng_r",
    "scmid_l",
    "scmid_r",
    "scshrtl",
    "scshrtr",
    "sc_ltor",
    "sc_rtol"
},
shamal = {
    "shamal_align",
    "shamal_getin_lhs",
    "shamal_getout_lhs",
    "shamal_open"
},
shop = {
    "rob_2idle",
    "rob_loop",
    "rob_loop_threat",
    "rob_shifty",
    "rob_stickup_in",
    "shp_duck",
    "shp_duck_aim",
    "shp_duck_fire",
    "shp_gun_aim",
    "shp_gun_duck",
    "shp_gun_fire",
    "shp_gun_grab",
    "shp_gun_threat",
    "shp_handsup_scr",
    "shp_jump_glide",
    "shp_jump_land",
    "shp_jump_launch",
    "shp_rob_givecash",
    "shp_rob_handsup",

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    "shp_rob_react",
    "shp_serve_end",
    "shp_serve_idle",
    "shp_serve_loop",
    "shp_serve_start",
    "smoke_ryd"
},
shotgun = {
    "shotgun_crouchfire",
    "shotgun_fire",
    "shotgun_fire_poor"
},
silenced = {
    "crouchreload",
    "silencecrouchfire",
    "silence_fire",
    "silence_reload"
},
skate = {
    "skate_idle",
    "skate_run",
    "skate_sprint"
},
smoking = {
    "f_smklean_loop",
    "m_smklean_loop",
    "m_smkstnd_loop",
    "m_smk_drag",
    "m_smk_in",
    "m_smk_loop",
    "m_smk_out",
    "m_smk_tap"
},
sniper = {
    "weapon_sniper"
},
spraycan = {
    "spraycan_fire",
    "spraycan_full"
},
strip = {
    "ply_cash",
    "pun_cash",
    "pun_holler",
    "pun_loop",
    "strip_a",
    "strip_b",
    "strip_c",
    "strip_d",
    "strip_e",
    "strip_f",
    "strip_g",
    "str_a2b",
    "str_b2a",
    "str_b2c",
    "str_c1",
    "str_c2",
    "str_c2b",
    "str_loop_a",
    "str_loop_b",
    "str_loop_c"
},
sunbathe = {
    "batherdown",
    "batherup",
    "lay_bac_in",
    "lay_bac_out",
    "parksit_m_idlea",
    "parksit_m_idleb",
    "parksit_m_idlec",
    "parksit_m_in",
    "parksit_m_out",
    "parksit_w_idlea",
    "parksit_w_idleb",
    "parksit_w_idlec",
    "parksit_w_in",
    "parksit_w_out",
    "sbathe_f_lieb2sit",
    "sbathe_f_out",
    "sitnwait_in_w",
    "sitnwait_out_w"
},
swat = {

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    "gnstwall_injurd",
    "jmp_walllm_180",
    "rail_fall",
    "rail_fall_crawl",
    "swt_breach_01",
    "swt_breach_02",
    "swt_breach_03",
    "swt_go",
    "swt_lkt",
    "swt_sty",
    "swt_vent_01",
    "swt_vent_02",
    "swt_vnt_sht_die",
    "swt_vnt_sht_in",
    "swt_vnt_sht_loop",
    "swt_wllpk_l",
    "swt_wllpk_l_back",
    "swt_wllpk_r",
    "swt_wllpk_r_back",
    "swt_wllshoot_in_l",
    "swt_wllshoot_in_r",
    "swt_wllshoot_out_l",
    "swt_wllshoot_out_r"
},
sweet = {
    "ho_ass_slapped",
    "lafin_player",
    "lafin_sweet",
    "plyr_hndshldr_01",
    "sweet_ass_slap",
    "sweet_hndshldr_01",
    "sweet_injuredloop"
},
swim = {
    "swim_breast",
    "swim_crawl",
    "swim_dive_under",
    "swim_glide",
    "swim_jumpout",
    "swim_tread",
    "swim_under"
},
sword = {
    "sword_1",
    "sword_2",
    "sword_3",
    "sword_4",
    "sword_block",
    "sword_hit_1",
    "sword_hit_2",
    "sword_hit_3",
    "sword_idle",
    "sword_part"
},
tank = {
    "tank_align_lhs",
    "tank_close_lhs",
    "tank_doorlocked",
    "tank_getin_lhs",
    "tank_getout_lhs",
    "tank_open_lhs"
},
tattoos = {
    "tat_arml_in_o",
    "tat_arml_in_p",
    "tat_arml_in_t",
    "tat_arml_out_o",
    "tat_arml_out_p",
    "tat_arml_out_t",
    "tat_arml_pose_o",
    "tat_arml_pose_p",
    "tat_arml_pose_t",
    "tat_armr_in_o",
    "tat_armr_in_p",
    "tat_armr_in_t",
    "tat_armr_out_o",
    "tat_armr_out_p",
    "tat_armr_out_t",
    "tat_armr_pose_o",
    "tat_armr_pose_p",
    "tat_armr_pose_t",
    "tat_back_in_o",
    "tat_back_in_p",

```

```

    "tat_back_in_t",
    "tat_back_out_o",
    "tat_back_out_p",
    "tat_back_out_t",
    "tat_back_pose_o",
    "tat_back_pose_p",
    "tat_back_pose_t",
    "tat_back_sit_in_p",
    "tat_back_sit_loop_p",
    "tat_back_sit_out_p",
    "tat_bel_in_o",
    "tat_bel_in_t",
    "tat_bel_out_o",
    "tat_bel_out_t",
    "tat_bel_pose_o",
    "tat_bel_pose_t",
    "tat_che_in_o",
    "tat_che_in_p",
    "tat_che_in_t",
    "tat_che_out_o",
    "tat_che_out_p",
    "tat_che_out_t",
    "tat_che_pose_o",
    "tat_che_pose_p",
    "tat_che_pose_t",
    "tat_drop_o",
    "tat_idle_loop_o",
    "tat_idle_loop_t",
    "tat_sit_in_o",
    "tat_sit_in_p",
    "tat_sit_in_t",
    "tat_sit_loop_o",
    "tat_sit_loop_p",
    "tat_sit_loop_t",
    "tat_sit_out_o",
    "tat_sit_out_p",
    "tat_sit_out_t"
},
tec = {
    "tec_crouchfire",
    "tec_crouchreload",
    "tec_fire",
    "tec_reload"
},
train = {
    "tran_gtup",
    "tran_hng",
    "tran_ouch",
    "tran_stmb"
},
truck = {
    "truck_align_lhs",
    "truck_align_rhs",
    "truck_closedoor_lhs",
    "truck_closedoor_rhs",
    "truck_close_lhs",
    "truck_close_rhs",
    "truck_getin_lhs",
    "truck_getin_rhs",
    "truck_getout_lhs",
    "truck_getout_rhs",
    "truck_jackedlhs",
    "truck_jackedrhs",
    "truck_open_lhs",
    "truck_open_rhs",
    "truck_pullout_lhs",
    "truck_pullout_rhs",
    "truck_shuffle"
},
uzi = {
    "uzi_crouchfire",
    "uzi_crouchreload",
    "uzi_fire",
    "uzi_fire_poor",
    "uzi_reload"
},
van = {
    "van_close_back_lhs",
    "van_close_back_rhs",
    "van_getin_back_lhs",
    "van_getin_back_rhs",
    "van_getout_back_lhs",
    "van_getout_back_rhs",

```

```

        "van_open_back_lhs",
        "van_open_back_rhs"
    },
    vending = {
        "vend_drink2_p",
        "vend_drink_p",
        "vend_eat1_p",
        "vend_eat_p",
        "vend_use",
        "vend_use_pt2"
    },
    vortex = {
        "car_jumpin_lhs",
        "car_jumpin_rhs",
        "vortex_getout_lhs",
        "vortex_getout_rhs"
    },
    wayfarer = {
        "wf_back",
        "wf_drivebyft",
        "wf_drivebylhs",
        "wf_drivebyrhs",
        "wf_fwd",
        "wf_getoffback",
        "wf_getofflhs",
        "wf_getoffrhs",
        "wf_hit",
        "wf_jumponl",
        "wf_jumponr",
        "wf_kick",
        "wf_left",
        "wf_passenger",
        "wf_pushes",
        "wf_ride",
        "wf_right",
        "wf_still"
    },
    weapons = {
        "shp_1h_lift",
        "shp_1h_lift_end",
        "shp_1h_ret",
        "shp_1h_ret_s",
        "shp_2h_lift",
        "shp_2h_lift_end",
        "shp_2h_ret",
        "shp_2h_ret_s",
        "shp_ar_lift",
        "shp_ar_lift_end",
        "shp_ar_ret",
        "shp_ar_ret_s",
        "shp_g_lift_in",
        "shp_g_lift_out",
        "shp_tray_in",
        "shp_tray_out",
        "shp_tray_pose"
    },
    wuzi = {
        "cs_dead_guy",
        "cs_plyr_pt1",
        "cs_plyr_pt2",
        "cs_wuzi_pt1",
        "cs_wuzi_pt2",
        "walkstart_idle_01",
        "wuzi_follow",
        "wuzi_greet_plyr",
        "wuzi_greet_wuzi",
        "wuzi_grnd_chk",
        "wuzi_stand_loop",
        "wuzi_walk"
    }
}

```

Animation Functions

- getPedAnimation
- setPedAnimation
- setPedAnimationProgress