Rifle Animset Pro v1.1

Animations description and usage

Rifle_Idle	Doing nothing, base state
Rifle_TurnR_90	Turn right 90 degrees in place. Use mostly for AI.
Rifle_TurnL_90	Turn left 90 degrees in place. Use mostly for AI.
Rifle_TurnR_180	Turn right 180 degrees in place. Use mostly for AI.
Rifle_TurnL_180	Turn left 180 degrees in place. Use mostly for AI.
Rifle_TurnR_90Loop	Turn right 90 degrees, but very even, constant motion. Use for Player controller.
Rifle_TurnL_90Loop	Turn left 90 degrees, but very even, constant motion. Use for Player controller.
Rifle_WalkFwdStart	Idle to walk forward transition. Play before WalkFwdLoop.
Rifle_WalkFwdLoop	Walking forward.
Rifle_WalkFwdStop_LU	Stopping when left foot is up in air ("_LU" for "Left Up")
Rifle_WalkFwdStop_RU	Stopping when right foot is up in air ("_RU" for "Right Up")
Rifle_WalkBwdStart	Idle to walk backward transition.
Rifle_WalkBwdLoop	Walking backward.
Rifle_WalkBwdStop_RU	Stopping when right foot is up in air ("_RU" for "Right Up")
Rifle_WalkBwdStop_LU	Stopping when left foot is up in air ("_LU" for "Left Up")
Rifle_StrafeRightStart	Idle to walk sideways to the right transition.
Rifle_StrafeRightLoop	Walking sideways to the right.
Rifle_StrafeRightStop_LU	Stopping when left foot is up in air ("_LU" for "Left Up")
Rifle_StrafeRightStop_RU	Stopping when right foot is up in air ("_RU" for "Right Up")
Rifle_StrafeLeftStart	Idle to walk sideways to the left transition.
Rifle_StrafeLeftLoop	Walking sideways to the left.
Rifle_StrafeLeftStop_RU	Stopping when right foot is up in air ("_RU" for "Right Up")
Rifle_StrafeLeftStop_LU	Stopping when left foot is up in air ("_LU" for "Left Up")
Rifle_StrafeLeft45Loop	Walking diagonally 45 degrees left/forward. Use in 2D blend tree, to avoid clipping feet.

Rifle_StrafeRight135Loop	Walking diagonally 135 degrees right/backward. Use in 2D blend tree, to avoid clipping feet.
Rifle_WalkFwdStart90_L	Idle to walk forward transition, with simultaneous 90 deg. turn. Play before WalkFwdLoop.
Rifle_WalkFwdStart90_R	Idle to walk forward transition, with simultaneous 90 deg. turn. Play before WalkFwdLoop.
Rifle_WalkFwdStart180_R	Idle to walk forward transition, with simultaneous 180 deg. turn. Play before WalkFwdLoop.
Rifle_WalkFwdStart180_L	Idle to walk forward transition, with simultaneous 180 deg. turn. Play before WalkFwdLoop.
Rifle_ShootOnce	One shot, full body animation.
Rifle_ShootGrenade	One shot, but stronger. Like shooting a grenade launcher, attached to rifle.
Rifle_ShootBurst	Short burst. Use for AI.
Rifle_ShootBurstLong	Long burst. Use for AI.
Rifle_ShootLoop_Additive	Additive shooting loop. Use for Player. Play on top of other aniamtions as an additive animation on upper body.
Rifle_Reload_2	Reload.
Rifle_Hit_L_1	Hit, the character sways to left side.
Rifle_Hit_L_2	Hit, the character sways to left side.
Rifle_Hit_R_2	Hit, the character sways to right side.
Rifle_Hit_C_1	Hit, the character gets pushed back.
Rifle_Death_L	Death animation, the character sways to left side
Rifle_Death_R	Death animation, the character sways to right side
Rifle_Melee_Hard	Melee attack
Rifle_Melee_Kick	Melee attack, good for kicking out doors
Rifle_Grenade_Throw_Single	A single grenade throw (for. ex. If you just tap the button)
Rifle_Grenade_Throw_Start	Take out grenade and wait for release the button (if you hold it)
Rifle_Grenade_Throw_Loop	Grenade ready to throw
Rifle_Grenade_Throw_Cancel	Cancelling the grenade throw
Rifle_Grenade_Throw_Far	Far throw
Rifle_Grenade_Throw_Close	Roll the grenade on the ground throw.

Rifle_Look_CC_Additive	Additive animation, play on top of other animations: Aiming straight.
Rifle_Look_45L_Additive	Additive animation, play on top of other animations: Aiming 45 degrees left.
Rifle_Look_45R_Additive	Additive animation, play on top of other animations: Aiming 45 degrees right.
Rifle_Look_45U_Additive	Additive animation, play on top of other animations: Aiming 45 degrees up.
Rifle_Look_45D_Additive	Additive animation, play on top of other animations: Aiming 45 degrees down.
Rifle_Look_45LU_Additive	Additive animation, play on top of other animations: Aiming 45 degrees left up corner.
Rifle_Look_45RU_Additive	Additive animation, play on top of other animations: Aiming 45 degrees right up corner.
Rifle_Look_45LD_Additive	Additive animation, play on top of other animations: Aiming 45 degrees left down corner.
Rifle_Look_45RD_Additive	Additive animation, play on top of other animations: Aiming 45 degrees right down corner.
Rifle_Look_90L_Additive	Additive animation, play on top of other animations: Aiming 90 degrees left.
Rifle_Look_90R_Additive	Additive animation, play on top of other animations: Aiming 90 degrees right.
Rifle_Look_90U_Additive	Additive animation, play on top of other animations: Aiming 90 degrees up.
Rifle_Look_90D_Additive	Additive animation, play on top of other animations: Aiming 90 degrees down.
Rifle_SprintLoop	Running looped
Rifle_SprintStart	Transition form Rifle_Idle to Run
Rifle_SprintStop_RU	Stopping from running when Right foot is Up
Rifle_SprintStop_LU	Stopping from running when Left foot is Up
Rifle_FallingLoop	Falling in place to use with physics gravity
Rifle_Idle2Crouch	Standing to crouch
Rifle_CrouchLoop	Crouching

Rifle_Crouch2Idle	Standing up from crouching
Rifle_Idle_GunDown	Relaxed idle with rifle. For un-aware enemies for example
Rifle_Idle_GunDown2Idle	Relaxed idle to normal, aiming idle (for when enemy sees player)
Rifle_Climb_1m	Climb on 1 meter high obstacle
Rifle_Vault_1m	Jump over 1 meter high obstacle
Rifle_OpenDoor	Small push with the left hand
Rifle_Death_3	Another death animations (like shot from machine gun)
Rifle_RunFwdLoop	Running and aiming
Rifle_RunBwdLoop	Running and aiming
Rifle_StrafeRunRightLoop	Running and aiming
Rifle_StrafeRunLeftLoop	Running and aiming
Rifle_StrafeRun45LeftLoop	Running and aiming 45 degrees left – use it to avoid legs crossing
Rifle_StrafeRun135LeftLoop	Running and aiming 135 degrees right – use it to avoid legs crossing
EquipRifle	Put rifle from character's back to his hands
HolsterRifle	Put rifle from hands to back and go to Idle (compatible with Movement Animset Pro)
Rifle_Jump_Platformer_Start	Start jumping (no root motion) – use it when you want to control the jump movement procedurally, f. ex. with Character Motor
Rifle_Jump_Platformer_Fall	Movement in air (no root motion) – use it when you want to control the jump movement procedurally, f. ex. with Character Motor
Rifle_Jump_Platformer_Predict_Land	Movement from about 2m from ground to touch down (no root motion) – use it when you want to control the jump movement procedurally, f. ex. with Character Motor
Rifle_Jump_Platformer_Land	Landing (no root motion) – use it when you want to control the jump movement procedurally, f. ex. with Character Motor