

# Pistol Animset Pro

## Animations description and usage

Pistol_Idle	Doing nothing, base state
Pistol_TurnR_90	Turn right 90 degrees in place. Use mostly for AI.
Pistol_TurnL_90	Turn left 90 degrees in place. Use mostly for AI.
Pistol_TurnR_180	Turn right 180 degrees in place. Use mostly for AI.
Pistol_TurnL_180	Turn left 180 degrees in place. Use mostly for AI.
Pistol_TurnR_90Loop	Turn right 90 degrees, but very even, constant motion. Use for Player controller.
Pistol_TurnL_90Loop	Turn left 90 degrees, but very even, constant motion. Use for Player controller.
Pistol_WalkFwdStart	Idle to walk forward transition. Play before WalkFwdLoop.
Pistol_WalkFwdLoop	Walking forward.
Pistol_WalkFwdStop_LU	Stopping when left foot is up in air ("_LU" for "Left Up")
Pistol_WalkFwdStop_RU	Stopping when right foot is up in air ("_RU" for "Right Up")
Pistol_WalkBwdStart	Idle to walk backward transition.
Pistol_WalkBwdLoop	Walking backward.
Pistol_WalkBwdStop_RU	Stopping when right foot is up in air ("_RU" for "Right Up")
Pistol_WalkBwdStop_LU	Stopping when left foot is up in air ("_LU" for "Left Up")
Pistol_StrafeRightStart	Idle to walk sideways to the right transition.
Pistol_StrafeRightLoop	Walking sideways to the right.
Pistol_StrafeRightStop_LU	Stopping when left foot is up in air ("_LU" for "Left Up")
Pistol_StrafeRightStop_RU	Stopping when right foot is up in air ("_RU" for "Right Up")
Pistol_StrafeLeftStart	Idle to walk sideways to the left transition.
Pistol_StrafeLeftLoop	Walking sideways to the left.
Pistol_StrafeLeftStop_RU	Stopping when right foot is up in air ("_RU" for "Right Up")
Pistol_StrafeLeftStop_LU	Stopping when left foot is up in air ("_LU" for "Left Up")
Pistol_StrafeLeft45Loop	Walking diagonally 45 degrees left/forward. Use in 2D blend tree, to avoid clipping feet.

Pistol_RunFwdLoop	Running and aiming
Pistol_RunBwdLoop	Running and aiming
Pistol_StrafeRunRightLoop	Running and aiming
Pistol_StrafeRunLeftLoop	Running and aiming
Pistol_StrafeRun45LeftLoop	Running and aiming 45 degrees left – use it to avoid legs crossing
Pistol_StrafeRun135LeftLoop	Running and aiming 135 degrees right – use it to avoid legs crossing
Pistol_ShootOnce	One shot
Pistol_ShootPowerful	One shot, but stronger.
Pistol_Reload_2	Reload.
Pistol_Hit_L_1	Hit, the character sways to left side.
Pistol_Hit_L_2	Hit, the character sways to left side.
Pistol_Hit_R_2	Hit, the character sways to right side.
Pistol_Hit_C_1	Hit, the character gets pushed back.
Pistol_Melee_Hard	Melee attack
Pistol_Melee_Kick	Melee attack, good for kicking out doors
Pistol_Grenade_Throw_Single	A single grenade throw (for. ex. If you just tap the button)
Pistol_Grenade_Throw_Start	Take out grenade and wait for release the button (if you hold it)
Pistol_Grenade_Throw_Loop	Grenade ready to throw
Pistol_Grenade_Throw_Cancel	Cancelling the grenade throw
Pistol_Grenade_Throw_Far	Far throw
Pistol_Grenade_Throw_Close	Roll the grenade on the ground throw.
Pistol_Look_CC_Additive	Additive animation, play on top of other animations: Aiming straight.
Pistol_Look_45LU_Additive	Additive animation, play on top of other animations: Aiming 45 degrees left up corner.
Pistol_Look_45RU_Additive	Additive animation, play on top of other animations: Aiming 45 degrees right up corner.
Pistol_Look_45LD_Additive	Additive animation, play on top of other animations: Aiming 45 degrees left down corner.

Pistol_Look_45RD_Additive	Additive animation, play on top of other animations: Aiming 45 degrees right down corner.
Pistol_Look_90L_Additive	Additive animation, play on top of other animations: Aiming 90 degrees left.
Pistol_Look_90R_Additive	Additive animation, play on top of other animations: Aiming 90 degrees right.
Pistol_Look_90U_Additive	Additive animation, play on top of other animations: Aiming 90 degrees up.
Pistol_Look_90D_Additive	Additive animation, play on top of other animations: Aiming 90 degrees down.
Pistol_SprintLoop	Running looped
Pistol_SprintStart	Transition form Rifle_Idle to Run
Pistol_SprintStop_RU	Stopping from running when Right foot is Up
Pistol_SprintStop_LU	Stopping from running when Left foot is Up
Pistol_FallingLoop	Falling in place to use with physics gravity
Pistol_Idle2Crouch	Standing to crouch
Pistol_CrouchLoop	Crouching
Pistol_Crouch2Idle	Standing up from crouching
Pistol_Climb_1m	Climb on 1 meter high obstacle
Pistol_Vault_1m	Jump over 1 meter high obstacle
Pistol_RunFwdLoop	Running and aiming
Pistol_RunBwdLoop	Running and aiming
Pistol_StrafeRunRightLoop	Running and aiming
Pistol_StrafeRunLeftLoop	Running and aiming
Pistol_StrafeRun45LeftLoop	Running and aiming 45 degrees left – use it to avoid legs crossing
Pistol_StrafeRun135LeftLoop	Running and aiming 135 degrees right – use it to avoid legs crossing
Pistol_Land_Generic	A generic landing, after a fall
Pistol_LandHard_Generic	Hard landing, from greater height
Pistol_Jump_Platformer_5m_A LL	A preview of how the platformer jump should look like

Pistol_Jump_Platformer_Start	Jump start – the motion between pushing Jump and reaching a greatest height of the jump
Pistol_Jump_Platformer_Fall	Falling motion – the phase of the jump between the peak and about 1,5 meters before ground
Pistol_Jump_Platformer_Predict_Land	The motion between 1,5 metres before the ground and touching the ground – preparation for landing
Pistol_Jump_Platformer_Land	Landing
Pistol_Equip	Take out pistol from holster
Pistol_UnEquip	Holster the pistol
Pistol_Idle_Relaxed	Just standing, gun in holster or in the hand