|  |  |  |  |
| --- | --- | --- | --- |
| **Animation State** | **From** | **To** | **Action** |
| AntIdle | 0001 |  | Hold 3 frames |
|  | 0002 | 0020 | Play thru |
|  | 0020 |  | Hold 4 frames |
|  | 0020 | 0002 | Reverse |
|  | 001 |  | Hold 10 frames |