

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 animations 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

There will be more animations in that package, stay tuned :)