

Animations

Types, States and Flags

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Info:

This guide contains the names of all anim_types, anim_states and anim_flags. Anim types are all possible combos which characters can do. Anim state of a character records what a character is currently doing. Anim flags record which animations a character is allowed or not allowed to do.

anim_types:

1. type_none
2. anything
3. walk
4. run
5. slide
6. jump
7. stand
8. standing_turn_left
9. standing_turn_right
10. run_backwards
11. run_sidestep_left
12. run_sidestep_right
13. kick
14. walk_sidestep_left
15. walk_sidestep_right
16. walk_backwards
17. stance
18. crouch
19. jump_forward
20. jump_backward
21. jump_left
22. jump_right
23. punch
24. block
25. land
26. fly
27. kick_forward
28. kick_left
29. kick_right
30. kick_back
31. kick_low
32. punch_forward
33. punch_left
34. punch_right

35. punch_back
36. punch_low
37. kick2
38. kick3
39. punch2
40. punch3
41. land_forward
42. land_right
43. land_left
44. land_back
45. p_p_k
46. p_k_k
47. p_k_p
48. k_p_k
49. k_p_p
50. k_k_p
51. p_k
52. k_p
53. punch_heavy
54. kick_heavy
55. punch_forward_heavy
56. kick_forward_heavy
57. aiming_overlay
58. hit_overlay
59. crouch_run
60. crouch_walk
61. crouch_run_backwards
62. crouch_walk_backwards
63. crouch_run_sidestep_left
64. crouch_run_sidestep_right
65. crouch_walk_sidestep_left
66. crouch_walk_sidestep_right
67. run_kick
68. run_punch
69. run_back_punch
70. run_back_kick

71. sidestep_left_kick
72. sidestep_left_punch
73. sidestep_right_kick
74. sidestep_right_punch
75. prone
76. flip
77. hit_head
78. hit_body
79. hit_foot
80. knockdown_head
81. knockdown_body
82. knockdown_foot
83. hit_crouch
84. knockdown_crouch
85. hit_fallen
86. hit_head_behind
87. hit_body_behind
88. hit_foot_behind
89. knockdown_head_behind
90. knockdown_body_behind
91. knockdown_foot_behind
92. hit_crouch_behind
93. knockdown_crouch_behind
94. idle
95. taunt
96. throw
97. thrown1
98. thrown2
99. thrown3
100. thrown4
101. thrown5
102. thrown6
103. special1
104. special2
105. special3
106. special4

107. throw_forward_punch
108. throw_forward_kick
109. throw_backward_punch
110. throw_backward_kick
111. run_throw_forward_punch
112. run_throw_backward_punch
113. run_throw_forward_kick
114. run_throw_backward_kick
115. thrown7
116. thrown8
117. thrown9
118. thrown10
119. thrown11
120. thrown12
121. startle_left
122. startle_right
123. sit
124. stand_special
125. act
126. kick3_fw
127. hit_foot_ouch
128. hit_jewels
129. thrown13
130. thrown14
131. thrown15
132. thrown16
133. thrown17
134. p_p_k_k
135. p_p_k_k_k
136. p_p_k_k_k_k
137. land_hard
138. land_hard_forward
139. land_hard_right
140. land_hard_left
141. land_hard_back
142. land_dead

143. crouch_turn_left
144. crouch_turn_right
145. crouch_forward
146. crouch_back
147. crouch_left
148. crouch_right
149. getup_kick_back
150. autopistol_recoil
151. phase_rifle_recoil
152. phase_stream_recoil
153. superbball_recoil
154. vandegraf_recoil
155. scram_cannon_recoil
156. mercury_bow_recoil
157. screamer_recoil
158. pickup_object
159. pickup_pistol
160. pickup_rifle
161. holster
162. draw_pistol
163. draw_rifle
164. punch4
165. reload_pistol
166. reload_phase_rifle
167. reload_phase_stream
168. reload_superball
169. reload_vandegraf
170. reload_scram_cannon
171. reload_mercury_bow
172. reload_screamer
173. pf_pf
174. pf_pf_pf
175. pl_pl
176. pl_pl_pl
177. pr_pr
178. pr_pr_pr

179. pb_pb
180. pb_pb_pb
181. pd_pd
182. pd_pd_pd
183. kf_kf
184. kf_kf_kf
185. kl_kl
186. kl_kl_kl
187. kr_kr
188. kr_kr_kr
189. kb_kb
190. kb_kb_kb
191. kd_kd
192. kd_kd_kd
193. startle_lt
194. startle_rt
195. startle_bk
196. startle_fw
197. console
198. console_walk
199. stagger
200. watch
201. act_no
202. act_yes
203. act_talk
204. act_shrug
205. act_shout
206. act_give
207. run_stop
208. walk_stop
209. run_start
210. walk_start
211. run_backwards_start
212. walk_backwards_start
213. stun
214. stagger_behind

- 215. blownup
- 216. blownup_behind
- 217. lstep_stop
- 218. run_sidestep_left_start
- 219. run_sidestep_right_start
- 220. powerup
- 221. falling_flail
- 222. console_punch
- 223. teleport_in
- 224. teleport_out
- 225. ninja_fireball
- 226. ninja_invisible
- 227. punch_rifle
- 228. pickup_object_mid
- 229. pickup_pistol_mid
- 230. pickup_rifle_mid
- 231. hail
- 232. muro_thunderbolt
- 233. hit_overlay_ai

anim_states:

1. state_none
2. state_anything
3. running_left_down
4. running_right_down
5. sliding
6. walking_left_down
7. walking_right_down
8. standing
9. run_start
10. run_accel
11. run_sidestep_left
12. run_sidestep_right
13. run_slide
14. run_jump
15. run_jump_land
16. run_back_start
17. running_back_right_down
18. running_back_left_down
19. fallen_back
20. crouch
21. running_upstair_right_down
22. running_upstair_left_down
23. sidestep_left_left_down
24. sidestep_left_right_down
25. sidestep_right_left_down
26. sidestep_right_right_down
27. sidestep_right_jump
28. sidestep_left_jump
29. jump_forward
30. jump_up
31. run_back_slide
32. lie_back
33. ss_lt_start
34. ss_rt_start

35. walking_sidestep_left
36. crouch_walk
37. walking_sidestep_right
38. flying
39. falling
40. flying_forward
41. falling_forward
42. flying_back
43. falling_back
44. flying_left
45. falling_left
46. flying_right
47. falling_right
48. crouch_start
49. walking_back_left_down
50. walking_back_right_down
51. fallen_front
52. sidestep_left_start
53. sidestep_right_start
54. sit
55. punch_low
56. stand_special
57. acting
58. crouch_run_left
59. crouch_run_right
60. crouch_run_back_left
61. crouch_run_back_right
62. blocking1
63. blocking2
64. blocking3
65. crouch_blocking1
66. gliding
67. watch_idle
68. stunned
69. powerup
70. thunderbolt

anim_flags:

1. private1
2. invulnerable
3. blockHigh
4. blockLow
5. attack
6. dropWeapon
7. inAir
8. atomic
9. noTurn
10. attackForward
11. attackLeft
12. attackRight
13. attackBackward
14. overlay
15. dontInterpolateVelocity
16. throwSource
17. throwTarget
18. realWorld
19. doAim
20. dontAim
21. canPickup
22. aim360
23. disableShield
24. noAIPickup