

```

$cd "C:\Trabalhos\Dota2 Workshop\Lone Druid\SMD"
$modelname "heroes/lone_druid/spirit_bear.mdl"
$model "default" "spirit_bear_model.smd"

$lod 1
{
    replacemodel "spirit_bear_model.smd" "spirit_bear_model_lod1.smd"
}
$poseparameter turn -1.00 1.00
$cdmaterials ""
$surfaceprop "default"
$keyvalues { }
$illumposition 26.692 0.000 99.311
$sequence BindPose "sb_BindPose" fps 30.00
$sequence sb_idle "sb_idle" loop ACT_DOTA_IDLE 1
$sequence sb_attack_a "sb_attack_a" ACT_DOTA_ATTACK 1 fps 30.00
$sequence sb_attack_b "sb_attack_b" ACT_DOTA_ATTACK 1 fps 30.00
$sequence sb_attack_c "sb_attack_c" ACT_DOTA_ATTACK 1 fps 30.00
$sequence sb_portrait "sb_portrait" loop ACT_DOTA_CAPTURE 1 fps 30.00
$sequence sb_death "sb_death" ACT_DOTA_DIE 1 fps 30.00
$sequence sb_spawn "sb_spawn" ACT_DOTA_SPAWN 1 fps 30.00
$sequence sb_disabled "sb_disabled" loop ACT_DOTA_DISABLED 1 fps 30.00
$sequence sb_flail "sb_flail" loop ACT_DOTA_FLAIL 1 fps 30.00
$sequence sb_run "sb_run" loop addlayer sb_turns ACT_DOTA_RUN 1 fps 30.00 {
    { event AE_CL_PLAYSOUND 3 "LoneDruid_SpiritBear_Footsteps" }
    { event AE_CL_PLAYSOUND 7 "LoneDruid_SpiritBear_Footsteps" }
    { event AE_CL_PLAYSOUND 19 "LoneDruid_SpiritBear_Footsteps" }
    { event AE_CL_PLAYSOUND 22 "LoneDruid_SpiritBear_Footsteps" }
}

$sequence sb_run_injured "sb_run_injured" loop addlayer sb_turns ACT_DOTA_RUN 1 fps
30.00 {
    { event AE_CL_PLAYSOUND 4 "LoneDruid_SpiritBear_Footsteps" }
    { event AE_CL_PLAYSOUND 8 "LoneDruid_SpiritBear_Footsteps" }
    { event AE_CL_PLAYSOUND 18 "LoneDruid_SpiritBear_Footsteps" }
}

$sequence sb_run_haste "sb_run_haste" loop addlayer sb_turns ACT_DOTA_RUN 1 fps 30.00
{
    { event AE_CL_PLAYSOUND 2 "LoneDruid_SpiritBear_Footsteps" }
    { event AE_CL_PLAYSOUND 6 "LoneDruid_SpiritBear_Footsteps" }
    { event AE_CL_PLAYSOUND 21 "LoneDruid_SpiritBear_Footsteps" }
    { event AE_CL_PLAYSOUND 23 "LoneDruid_SpiritBear_Footsteps" }
}

```

```
}
```

```
$sequence sb_idle_sit "sb_idle_sit" ACT_DOTA_IDLE_RARE 1
```

```
$sequence centerpose "sb_turns_center" loop ACT_DOTA_BINDPOSE 1
```

```
$animation sb_turns_center "sb_turns_center" subtract centerpose 0
```

```
$animation sb_turns_left "sb_turns_left" subtract centerpose 0
```

```
$animation sb_turns_right "sb_turns_right" subtract centerpose 0
```

```
$sequence sb_turns {
```

```
    sb_turns_left sb_turns_center sb_turns_right
```

```
    blendwidth 3
```

```
    blend turn -1.000000 1.000000
```

```
    delta
```

```
}
```

```
$hboxset "hands"
```

```
$hbox 0 "bn_L_foot"    -39.15 -15.79 -26.52  40.48  35.48  18.96
```

```
$hbox 0 "bn_R_foot"    -40.48 -35.48 -18.96  39.15  15.79  26.52
```

```
$hboxset "head"
```

```
$hbox 0 "bn_head"      -32.22 -49.64 -43.78  65.42  24.53  43.78
```

```
$hboxset "select_high"
```

```
$hbox 0 "bn_root"      -40.00 -125.00 -50.00  140.00  25.00  50.00
```

```
$hbox 0 "bn_head"      -5.00 -25.00 -25.00  55.00  25.00  25.00
```

```
$hboxset "select_low"
```

```
$hbox 0 "bn_root"      -65.00 -140.00 -70.00  195.00  40.00  70.00
```

```
$attachment "attach_attack2" "bn_R_foot" 0.00 0.00 -0.00 rotate 0.00 -0.00 0.00
```

```
$attachment "attach_attack1" "bn_L_foot" 0.00 0.00 0.00 rotate -0.00 -0.00 -0.00
```

```
$attachment "attach_mouth" "bn_head" 60.00 -20.00 -0.00 rotate -0 0 -0
```

```
$attachment "attach_hitloc" "bn_spine01" 0.00 0.00 0.00 rotate -0.00 0.00 0.00
```

```
// .qc block generated by HLMV starts
```

```
$jointsurfaceprop "bn_L_leg01"    "default"
```

```
$jointsurfaceprop "bn_R_leg01"    "default"
```

\$hboxset "default"

\$hbox 0 "bn_root"	-36.96	-87.81	-51.54	52.65	23.05	51.54
\$hbox 0 "bn_spine01"	-65.61	-93.89	-58.28	93.33	34.28	58.28
\$hbox 0 "bn_neck"	-60.01	-57.03	-44.74	48.54	25.54	44.74
\$hbox 0 "bn_mouth"	-33.20	-22.15	-30.11	40.10	18.21	30.11
\$hbox 0 "bn_L_eyebrow"	-22.30	-35.17	-32.18	13.71	17.16	18.89
\$hbox 0 "bn_R_eyebrow"	-13.71	-17.16	-23.95	25.66	35.17	32.18
\$hbox 0 "bn_L_shoulder"	-37.30	-46.02	-35.68	31.20	21.53	14.13
\$hbox 0 "bn_R_shoulder"	-31.20	-21.53	-14.13	37.30	46.02	35.68
\$hbox 0 "bn_L_bag01"	-4.57	-17.13	-4.31	21.11	14.02	5.07
\$hbox 0 "bn_L_bag02"	-18.45	-16.43	-5.81	25.84	12.14	3.47
\$hbox 0 "bn_blanket01"	-53.85	-40.24	-19.15	60.31	15.49	30.54
\$hbox 0 "bn_L_blanket01"	-31.29	-10.64	-19.15	28.03	17.32	30.54
\$hbox 0 "bn_L_rope_R0C0"	-21.28	-21.27	-19.01	34.84	10.36	29.79
\$hbox 0 "bn_L_rope_R1C0"	0.00	-5.46	-1.92	32.41	4.79	6.07
\$hbox 0 "bn_R_blanket01"	-28.03	-17.32	-30.54	31.29	10.64	19.15
\$hbox 0 "bn_R_rope_R0C0"	-34.84	-10.36	-29.79	21.28	21.27	19.01
\$hbox 0 "bn_R_rope_R1C0"	-32.41	-4.79	-6.07	0.00	5.46	1.92
\$hbox 0 "bn_R_bag01"	-21.11	-14.02	-5.07	4.57	17.13	4.31
\$hbox 0 "bn_R_bag02"	-25.84	-12.14	-3.47	18.45	16.43	5.81
\$hbox 0 "bn_belly"	0.00	-25.72	-47.97	66.81	29.15	47.97
\$hbox 0 "bn_hip"	-56.80	-91.18	-61.43	56.80	25.22	62.15
\$hbox 0 "bn_L_backleg01"	-29.55	-52.31	-26.75	59.58	39.61	30.05
\$hbox 0 "bn_L_backleg02"	-21.42	-32.13	-23.09	66.41	38.79	26.64
\$hbox 0 "bn_L_backfoot"	-24.14	-17.41	-15.39	43.38	24.08	32.22
\$hbox 0 "bn_L_backtoe"	-21.50	-13.92	-6.78	29.12	22.17	19.94
\$hbox 0 "bn_R_backleg01"	-59.58	-39.61	-30.05	29.55	52.31	26.75
\$hbox 0 "bn_R_backleg02"	-66.41	-38.78	-26.64	21.42	32.13	30.05
\$hbox 0 "bn_R_backfoot"	-46.23	-32.02	-30.05	21.87	16.32	23.53
\$hbox 0 "bn_R_backtoe"	-29.11	-19.94	-13.92	21.50	6.78	22.17
\$hbox 0 "bn_tail"	0.00	-8.45	-14.90	48.90	15.40	14.90
\$hbox 0 "bn_L_leg01"	-10.39	-29.39	-24.47	75.86	38.60	26.75
\$hbox 0 "bn_L_leg02"	-47.01	-27.54	-26.75	49.92	29.28	24.47
\$hbox 0 "bn_L_toe"	-27.65	-7.00	-16.03	19.58	29.38	18.73
\$hbox 0 "bn_R_leg01"	-75.86	-38.60	-26.75	10.39	29.39	29.40
\$hbox 0 "bn_R_leg02"	-49.92	-48.44	-29.40	47.01	27.54	26.75
\$hbox 0 "bn_R_toe"	-19.58	-16.03	-29.38	27.65	18.73	7.00

// .qc block generated by HLMV ends.

//\$sequence sb_run_or "sb_run_or" loop ACT_DOTA_RUN 1 fps 30.00

//\$sequence sb_idle_or "sb_idle_or" loop ACT_DOTA_IDLE 1 fps 30.00

```
//$sequence sb_turns_lookFrame_0 "sb_turns_lookFrame_0" fps 30.00
//$sequence sb_turns_lookFrame_1 "sb_turns_lookFrame_1" fps 30.00
//$sequence sb_turns_lookFrame_2 "sb_turns_lookFrame_2" fps 30.00
//$sequence sb_turns_dupe1_lookFrame_0 "sb_turns_dupe1_lookFrame_0" fps 30.00
//$sequence sb_turns_dupe1_lookFrame_1 "sb_turns_dupe1_lookFrame_1" fps 30.00
//$sequence sb_turns_dupe1_lookFrame_2 "sb_turns_dupe1_lookFrame_2" fps 30.00
//$sequence sb_turns_dupe2_lookFrame_0 "sb_turns_dupe2_lookFrame_0" fps 30.00
//$sequence sb_turns_dupe2_lookFrame_1 "sb_turns_dupe2_lookFrame_1" fps 30.00
//$sequence sb_turns_dupe2_lookFrame_2 "sb_turns_dupe2_lookFrame_2" fps 30.00
//$sequence sb_turns_dupe3_lookFrame_0 "sb_turns_dupe3_lookFrame_0" fps 30.00
//$sequence sb_turns_dupe3_lookFrame_1 "sb_turns_dupe3_lookFrame_1" fps 30.00
//$sequence sb_turns_dupe3_lookFrame_2 "sb_turns_dupe3_lookFrame_2" fps 30.00
//$sequence sb_turns "sb_turns_lookFrame_0" fps 30.00 {
//  blendwidth 3
//  blend turn -1.000000 1.000000
//  delta
//  sb_turns_lookFrame_0 sb_turns_lookFrame_1 sb_turns_lookFrame_2
//}
//$sequence sb_turns_dupe1 "sb_turns_dupe1_lookFrame_0" fps 30.00 {
//  blendwidth 3
//  blend turn -1.000000 1.000000
//  delta
//  sb_turns_dupe1_lookFrame_0 sb_turns_dupe1_lookFrame_1 sb_turns_dupe1_lookFrame_2
//}
//$sequence sb_turns_dupe2 "sb_turns_dupe2_lookFrame_0" fps 30.00 {
//  blendwidth 3
//  blend turn -1.000000 1.000000
//  delta
//  sb_turns_dupe2_lookFrame_0 sb_turns_dupe2_lookFrame_1 sb_turns_dupe2_lookFrame_2
//}
//$sequence sb_turns_dupe3 "sb_turns_dupe3_lookFrame_0" fps 30.00 {
//  blendwidth 3
//  blend turn -1.000000 1.000000
//  delta
//  sb_turns_dupe3_lookFrame_0 sb_turns_dupe3_lookFrame_1 sb_turns_dupe3_lookFrame_2
//}
```