

Dec	Hex	Commentary	Dec	Hex	Commentary	Dec	Hex	Commentary	Dec	Hex	Commentary
1	1	2 Базовые анимации	26	1A	enm roh brok stoj fire01 L.5DS Mise01a Gang fire LF.5DS Mise01a Paul fire.5DS	51	33	jumpRL.5DS	77	4D	Magasine spawn in left hand
2	2	Встречаются повсеместно	27	1B	enm roh brok stoj fire01 L.5DS Mise01a Gang fire L.5DS	52	34		78	4E	
3	3	RediteHoteluSmt.5DS RediteHoteluSmtPodleDana.5DS	28	1C		53	35		79	4F	
4	4	Drun.5ds Unk Dog	29	1D		54	36	Polica Pokutujici.5DS	80	50	unkCar AutoBigNas FL.5ds
5	5	Drun.5ds	30	1E	2hand wield start	55	37	unk found inside jumpRR1.5ds	81	51	jumpL1.5ds
6	6		31	1F	2hand wield stop	56	38		82	52	jumpR1.5ds smrt pad dozadu.5ds
7	7	jumpL1.5ds	32	20	Move object to left hand	57	39		83	53	
8	8	jumpL1.5ds Idoskok.5ds smrt pad dozadu.5ds	33	21	Move object to right hand	58	3A		84	54	
9	9	x na bednu.5DS	34	22	Auto fire01 L On.5ds Auto fire01 L Off.5ds	59	3B		85	55	
10	A	jumpR3.5ds	35	23	Auto fire03 On.5ds	60	3C	KoureniAutoToStativ.5DS KurakZapaleni.5DS	86	56	unkCar AutoSrnNas BR.5ds
11	B	xTieskani01a.5DS xTieskani01c.5DS	36	24	Переключение "видимости" оружия. Не до конца понимаю метод работы	61	3D	KoureniAutoToStativ.5DS	87	57	
12	C		37	25	Polica Pokutujici.5DS	62	3E	KoureniAutoToStativ.5DS	88	58	
13	D	Game SaraBack.5DS	38	26	Polica Pokutujici.5DS	63	3F	KoureniAutoToStativ.5DS	89	59	
14	E	Game SaraBack.5DS	39	27		64	40	KoureniAutoToNormal.5DS KurakZahozeni.5DS	90	5A	Dbark1.5DS Dog Bark Sound?
15	F	x fotograf foceni_A.5ds	40	28	Melee hit event	65	41	KurakPotahnuti.5DS KurakZahozeni.5DS	91	5B	
16	10	Found in melee hit animation	41	29	Throw object as grenade and Molotov cocktail	67	43	KurakZapaleni.5DS	92	5C	
17	11	Bat hit x2	42	2A	pumpar.5ds	68	44	KoureniAutoToStativ.5DS	93	5D	
18	12		43	2B	pumpar.5ds	69	45	KoureniAutoToStativ.5DS	94	5E	
19	13	MeleeHit	44	2C		70	46		95	5F	Polica Pokutujici.5DS
20	14	?? Unk Inside Car	45	2D	jumpRL.5DS	71	47		96	60	Polica Pokutovany.5DS
21	15	AutoBigNas.5ds	46	2E	pumpar.5ds	72	48		97	61	Polica Pokutujici.5DS
22	16	Car Door Open	47	2F	pumpar.5ds	73	49	Clip ejection Tommygun Magasine drop	98	62	Polica Zatykajici.13D В теории - славн наручников
23	17		48	30	pumpar.5ds	74	4A	Magasine from hand to Gun	99	63	Polica Pokutujici.5DS
24	18	Car Door Close	49	31	pumpar.5ds	75	4B	Weapon: Pump action Pull the Bolt action	100	64	Polica Pokutujici.5DS
25	19		50	32		76	4C	gun02 drep reload.5DS	101	65	

In the original mafia there is a set of keyframes like notify id = 0x10
it's basically a method of triggering an event that calls a specific function or action. I just started reversing this aspect in 5ds animations, I would appreciate your input