

PISTOL PRO 2.7A ANIMATION LIST

All Animations Included as Root Motion and In-Place (IPC) (w/Custom Attributes for UE4)

NAME	DESCRIPTION
STANDS, TURNS, JUMP, FIDGETS, TRANSITIONS	
W1_Stand_Aim_Idle	- Stand Aiming loop
W1_Stand_Aim_L_45	- Stand Aim in-place turn left 45
W1_Stand_Aim_R_45	- Stand Aim in-place turn right 45
W1_Stand_Aim_L_90	- Stand Aim in-place turn left 90
W1_Stand_Aim_R_90	- Stand Aim in-place turn right 90
W1_Stand_Aim_L_135	- Stand Aim in-place turn left 135
W1_Stand_Aim_R_135	- Stand Aim in-place turn right 135
W1_Stand_Aim_L_180	- Stand Aim in-place turn left 180
W1_Stand_Aim_R_180	- Stand Aim in-place turn right 180
W1_Stand_Aim_Jump	- Stand Aim in-place Jump
W1_Stand_Aim_Fgt_v1	- Stand Aim look around variation 1
W1_Stand_Aim_Fgt_v2	- Stand Aim look around variation 2
W1_Stand_Aim_Fgt_v3	- Stand Aim look around variation 3
W1_Stand_Aim_Fgt_v4	- Stand Aim look around variation 4
W1_Stand_Aim_To_Relaxed	- Stand Aim transition to Stand Relaxed
W1_Stand_Aim_To_Walk_Aim_F	- Stand Aim to Walk Aim Forward
W1_Stand_Aim_To_Walk_Aim_B	- Stand Aim to Walk Aim Left strafe
W1_Stand_Aim_To_Walk_Aim_L	- Stand Aim to Walk Aim Right strafe
W1_Stand_Aim_To_Walk_Aim_R	- Stand Aim to Walk Aim Backward
W1_Stand_Aim_To_Walk_Aim_L45_Fwd	- Stand Aim, turn 45 left to Walk Aim Forward
W1_Stand_Aim_To_Walk_Aim_L90_Fwd	- Stand Aim, turn 90 left to Walk Aim Forward
W1_Stand_Aim_To_Walk_Aim_L135_Fwd	- Stand Aim, turn 135 left to Walk Aim Forward
W1_Stand_Aim_To_Walk_Aim_L180_Fwd	- Stand Aim, turn 180 left to Walk Aim Forward
W1_Stand_Aim_To_Walk_Aim_R45_Fwd	- Stand Aim, turn 45 right to Walk Aim Forward
W1_Stand_Aim_To_Walk_Aim_R90_Fwd	- Stand Aim, turn 90 right to Walk Aim Forward
W1_Stand_Aim_To_Walk_Aim_R135_Fwd	- Stand Aim, turn 135 right to Walk Aim Forward
W1_Stand_Aim_To_Walk_Aim_R180_Fwd	- Stand Aim, turn 180 right to Walk Aim Forward
W1_Stand_Aim_To_Jog_Aim_F	- Stand Aim to Jog Aim Forward
W1_Stand_Aim_To_Jog_Aim_B	- Stand Aim to Jog Aim Left strafe
W1_Stand_Aim_To_Jog_Aim_L	- Stand Aim to Jog Aim Right strafe
W1_Stand_Aim_To_Jog_Aim_R	- Stand Aim to Jog Aim Backward
W1_Stand_Aim_To_Jog_Aim_L45_Fwd	- Stand Aim, turn 45 left to Jog Aim Forward
W1_Stand_Aim_To_Jog_Aim_L90_Fwd	- Stand Aim, turn 90 left to Jog Aim Forward
W1_Stand_Aim_To_Jog_Aim_L135_Fwd	- Stand Aim, turn 135 left to Jog Aim Forward
W1_Stand_Aim_To_Jog_Aim_L180_Fwd	- Stand Aim, turn 180 left to Jog Aim Forward
W1_Stand_Aim_To_Jog_Aim_R45_Fwd	- Stand Aim, turn 45 right to Jog Aim Forward
W1_Stand_Aim_To_Jog_Aim_R90_Fwd	- Stand Aim, turn 90 right to Jog Aim Forward
W1_Stand_Aim_To_Jog_Aim_R135_Fwd	- Stand Aim, turn 135 right to Jog Aim Forward
W1_Stand_Aim_To_Jog_Aim_R180_Fwd	- Stand Aim, turn 180 right to Jog Aim Forward
W1_Stand_Relaxed_Idle	- Stand Relaxed with Pistol loop
W1_Stand_Relaxed_L_45	- Stand Relaxed in-place turn left 45
W1_Stand_Relaxed_R_45	- Stand Relaxed in-place turn right 45
W1_Stand_Relaxed_L_90	- Stand Relaxed in-place turn left 90
W1_Stand_Relaxed_R_90	- Stand Relaxed in-place turn right 90
W1_Stand_Relaxed_L_135	- Stand Relaxed in-place turn left 135
W1_Stand_Relaxed_R_135	- Stand Relaxed in-place turn right 135
W1_Stand_Relaxed_L_180	- Stand Relaxed in-place turn left 180
W1_Stand_Relaxed_R_180	- Stand Relaxed in-place turn right 180
W1_Stand_Relaxed_Jump	- Stand Relaxed jump in-place
W1_Stand_Relaxed_Fgt_v1	- Stand Relaxed look around
W1_Stand_Relaxed_Fgt_v2	- Stand Relaxed look around
W1_Stand_Relaxed_Fgt_v3	- Stand Relaxed look around
W1_Stand_Relaxed_Fgt_v4	- Stand Relaxed look around
W1_Stand_Relaxed_To_Aim	- Stand Relaxed transition to Stand Aim
W1_Stand_Relaxed_Death_F	- Stand Relaxed death fall forward
W1_Stand_Relaxed_Death_B	- Stand Relaxed death fall backward
W1_Stand_Relaxed_Death_B_Fly	- Stand Relaxed death fly backward
W1_Stand_Relaxed_Death_L	- Stand Relaxed death fall left
W1_Stand_Relaxed_Death_R	- Stand Relaxed death fall right
W1_Stand_Relaxed_To_Walk_F	- Stand Relaxed to Walk Forward
W1_Stand_Relaxed_To_Walk_B	- Stand Relaxed to Walk Backward
W1_Stand_Relaxed_To_Walk_L	- Stand Relaxed to Walk Left strafe
W1_Stand_Relaxed_To_Walk_R	- Stand Relaxed to Walk Right strafe
W1_Stand_Relaxed_To_Walk_L45_Fwd	- Stand Relaxed, turn 45 left to Walk Forward
W1_Stand_Relaxed_To_Walk_L90_Fwd	- Stand Relaxed, turn 90 left to Walk Forward
W1_Stand_Relaxed_To_Walk_L135_Fwd	- Stand Relaxed, turn 135 left to Walk Forward
W1_Stand_Relaxed_To_Walk_L180_Fwd	- Stand Relaxed, turn 180 left to Walk Forward
W1_Stand_Relaxed_To_Walk_R45_Fwd	- Stand Relaxed, turn 45 right to Walk Forward

PISTOL PRO 2.7A ANIMATION LIST

All Animations Included as Root Motion and In-Place (IPC) (w/Custom Attributes for UE4)

NAME	DESCRIPTION
W1_Stand_Relaxed_To_Walk_R90_Fwd	- Stand Relaxed, turn 90 right to Walk Forward
W1_Stand_Relaxed_To_Walk_R135_Fwd	- Stand Relaxed, turn 135 right to Walk Forward
W1_Stand_Relaxed_To_Walk_R180_Fwd	- Stand Relaxed, turn 180 right to Walk Forward
W1_Stand_Relaxed_To_Jog_F	- Stand Relaxed to Jog Forward
W1_Stand_Relaxed_To_Jog_B	- Stand Relaxed to Jog Backward
W1_Stand_Relaxed_To_Jog_L	- Stand Relaxed to Jog Left strafe
W1_Stand_Relaxed_To_Jog_R	- Stand Relaxed to Jog Right strafe
W1_Stand_Relaxed_To_Jog_L45_Fwd	- Stand Relaxed, turn 45 left to Jog Forward
W1_Stand_Relaxed_To_Jog_L90_Fwd	- Stand Relaxed, turn 90 left to Jog Forward
W1_Stand_Relaxed_To_Jog_L135_Fwd	- Stand Relaxed, turn 135 left to Jog Forward
W1_Stand_Relaxed_To_Jog_L180_Fwd	- Stand Relaxed, turn 180 left to Jog Forward
W1_Stand_Relaxed_To_Jog_R45_Fwd	- Stand Relaxed, turn 45 right to Jog Forward
W1_Stand_Relaxed_To_Jog_R90_Fwd	- Stand Relaxed, turn 90 right to Jog Forward
W1_Stand_Relaxed_To_Jog_R135_Fwd	- Stand Relaxed, turn 135 right to Jog Forward
W1_Stand_Relaxed_To_Jog_R180_Fwd	- Stand Relaxed, turn 180 right to Jog Forward
W1_Stand_Relaxed_To_Run_F	- Stand Relaxed to Run Forward
W1_Stand_Relaxed_To_Run_L	- Stand Relaxed to Run Left strafe
W1_Stand_Relaxed_To_Run_R	- Stand Relaxed to Run Right strafe
W1_Stand_Relaxed_To_Run_L45_Fwd	- Stand Relaxed, turn 45 left to Run Forward
W1_Stand_Relaxed_To_Run_L90_Fwd	- Stand Relaxed, turn 90 left to Run Forward
W1_Stand_Relaxed_To_Run_L135_Fwd	- Stand Relaxed, turn 135 left to Run Forward
W1_Stand_Relaxed_To_Run_L180_Fwd	- Stand Relaxed, turn 180 left to Run Forward
W1_Stand_Relaxed_To_Run_R45_Fwd	- Stand Relaxed, turn 45 right to Run Forward
W1_Stand_Relaxed_To_Run_R90_Fwd	- Stand Relaxed, turn 90 right to Run Forward
W1_Stand_Relaxed_To_Run_R135_Fwd	- Stand Relaxed, turn 135 right to Run Forward
W1_Stand_Relaxed_To_Run_R180_Fwd	- Stand Relaxed, turn 180 right to Run Forward

TURN LOOPS

All Turn Loops are 20 frames(0.67 seconds), IPC linear 45 degress Yaw.

W1_Stand_Aim_Turn_In_Place_L_Loop	- Stand Aim in-place turn left 45 continuous Loop
W1_Stand_Aim_Turn_In_Place_R_Loop	- Stand Aim in-place turn right 45 continuous Loop
W1_Stand_Rlx_Turn_In_Place_L_Loop	- Stand Relaxed in-place turn left 45 continuous Loop
W1_Stand_Rlx_Turn_In_Place_R_Loop	- Stand Relaxed in-place turn right 45 continuous Loop
W1_Crouch_Aim_Turn_In_Place_L_Loop	- Crouch Aim in-place turn left 45 continuous Loop
W1_Crouch_Aim_Turn_In_Place_R_Loop	- Crouch Aim in-place turn right 45 continuous Loop
W1_Crouch_Rlx_Turn_In_Place_L_Loop	- Crouch Relaxed in-place turn left 45 continuous Loop
W1_Crouch_Rlx_Turn_In_Place_R_Loop	- Crouch Relaxed in-place turn right 45 continuous Loop

AIM OFFSETS

W1_Stand_Aim_Point_Center	- Stand aim center, offset pose
W1_Stand_Aim_Point_D45	- Stand aim forward, offset pose
W1_Stand_Aim_Point_D90	- Stand aim down 90, offset pose
W1_Stand_Aim_Point_L45	- Stand aim left 45, offset pose
W1_Stand_Aim_Point_L90	- Stand aim left 90, offset pose
W1_Stand_Aim_Point_LD45	- Stand aim left and down 45, offset pose
W1_Stand_Aim_Point_LD90	- Stand aim left and down 90, offset pose
W1_Stand_Aim_Point_LU45	- Stand aim left and up 45, offset pose
W1_Stand_Aim_Point_LU90	- Stand aim left and up 90, offset pose
W1_Stand_Aim_Point_R45	- Stand aim right 45, offset pose
W1_Stand_Aim_Point_R90	- Stand aim right 90, offset pose
W1_Stand_Aim_Point_RD45	- Stand aim right and down 45, offset pose
W1_Stand_Aim_Point_RD90	- Stand aim right and down 90, offset pose
W1_Stand_Aim_Point_RU45	- Stand aim right and up 45, offset pose
W1_Stand_Aim_Point_RU90	- Stand aim right and up 90, offset pose
W1_Stand_Aim_Point_U45	- Stand aim up 45, offset pose
W1_Stand_Aim_Point_U90	- Stand aim up 90, offset pose
W1_Stand_Relaxed_Look_Center	- Stand Relaxed look forward, offset pose
W1_Stand_Relaxed_Look_D90	- Stand Relaxed look down 90, offset pose
W1_Stand_Relaxed_Look_L90	- Stand Relaxed look left 90, offset pose
W1_Stand_Relaxed_Look_LD45	- Stand Relaxed look left and down 45, offset pose
W1_Stand_Relaxed_Look_LU45	- Stand Relaxed look left and up 45, offset pose
W1_Stand_Relaxed_Look_R90	- Stand Relaxed look right 90, offset pose
W1_Stand_Relaxed_Look_RD45	- Stand Relaxed look right and down 45, offset pose
W1_Stand_Relaxed_Look_RU45	- Stand Relaxed look right and up 45, offset pose
W1_Stand_Relaxed_Look_U90	- Stand Relaxed look up 90, offset pose
W1_Crouch_Aim_Point_Center	- Crouch aim forward, offset pose
W1_Crouch_Aim_Point_D90	- Crouch aim down 90, offset pose
W1_Crouch_Aim_Point_L90	- Crouch aim left 90, offset pose
W1_Crouch_Aim_Point_LD45	- Crouch aim left and down 45, offset pose

PISTOL PRO 2.7A ANIMATION LIST

All Animations Included as Root Motion and In-Place (IPC) (w/Custom Attributes for UE4)

NAME	DESCRIPTION
W1_Crouch_Aim_Point_LD90	- Crouch aim left and down 90, offset pose
W1_Crouch_Aim_Point_LU45	- Crouch aim left and up 45, offset pose
W1_Crouch_Aim_Point_LU90	- Crouch aim left and up 90, offset pose
W1_Crouch_Aim_Point_R90	- Crouch aim right 90, offset pose
W1_Crouch_Aim_Point_RD45	- Crouch aim right and down 45, offset pose
W1_Crouch_Aim_Point_RD90	- Crouch aim right and down 90, offset pose
W1_Crouch_Aim_Point_RU45	- Crouch aim right and up 45, offset pose
W1_Crouch_Aim_Point_RU90	- Crouch aim right and up 90, offset pose
W1_Crouch_Aim_Point_U90	- Crouch aim up 90, offset pose
W1_Crouch_Look_Center	- Crouch look forward, offset pose
W1_Crouch_Look_D90	- Crouch look down 90, offset pose
W1_Crouch_Look_L90	- Crouch look left 90, offset pose
W1_Crouch_Look_LD45	- Crouch look left and down 45, offset pose
W1_Crouch_Look_LU45	- Crouch look left and up 45, offset pose
W1_Crouch_Look_R90	- Crouch look right 90, offset pose
W1_Crouch_Look_RD45	- Crouch look right and down 45, offset pose
W1_Crouch_Look_RU45	- Crouch look right and up 45, offset pose
W1_Crouch_Look_U90	- Crouch look up 90, offset pose

FIRE, RELOAD, HOLSTER, SWAPS

LEGACY

NW_Stand_Relaxed_Pistol_Idle	- Stand Relaxed with no weapon loop
W1_Stand_Relaxed_Holster	- Stand Relaxed put slinged Pistol away to back side
W1_Stand_Relaxed_Unholster	- Get Pistol from back side to Stand Relaxed
W1_Stand_Aim_Holster	- Stand Aim put Pistol away to back side
W1_Stand_Aim_Unholster	- Get Pistol from back side to Stand Aim

NEW

HOLSTER - Mobility Pack Connections		Rifle Holster Frame	Pistol Holster Frame	Rifle Holster Delay - Seconds	Pistol Holster Delay - Seconds
	(@30fps, 3 frames = 0.1 seconds) (Delay = frames/3 x 0.1)				
W1_Rlx_Equip_Get_From_MOB	- From MOB Stand - Unholster Pistol to Relaxed		11		0.37
W1_Rlx_Equip_Return_To_MOB	- From Relaxed - Holster Pistol to MOB Stand		19		0.63
W1_Aim_Equip_Get_From_MOB	- From MOB Stand - Unholster Pistol to Aim		7		0.23
W1_Aim_Equip_Return_To_MOB	- From Aim - Holster Pistol to MOB Stand		19		0.63
W1_Crouch_Equip_Get_From_MOB	- From MOB Crouch - Unholster Pistol to Crouch		12		0.40
W1_Crouch_Equip_Return_To_MOB	- From Crouch - Holster Pistol to MOB Crouch		22		0.73
W1_Crouch_Aim_Equip_Get_From_MOB	- From MOB Crouch - Unholster Pistol to Crouch Aim		13		0.43
W1_Crouch_Aim_Equip_Return_To_MOB	- From Crouch Aim - Holster Pistol to MOB Crouch		16		0.53

Pistol/Pistol Swaps		Rifle Holster Frame	Pistol Holster Frame	Rifle Holster Delay - Seconds	Pistol Holster Delay - Seconds
	(@30fps, 3 frames = 0.1 seconds) (Delay = frames/3 x 0.1)				
W1_Stand_Aim_Swap_To_W2	- Pistol Stand Aim swap to Pistol Stand Aim	38	23	1.27	0.77
W1_Stand_Rlx_Swap_To_W2	- Pistol Stand Relaxed swap to Pistol Stand Relaxed	45	30	1.50	1.00
W1_Crouch_Aim_Swap_To_W2	- Pistol Crouch Aim swap to Pistol Crouch Aim	38	23	1.27	0.77
W1_Crouch_Rlx_Swap_To_W2	- Pistol Crouch Relaxed swap to Pistol Crouch Relaxed	45	30	1.50	1.00
W2_Stand_Aim_Swap_To_W1	- Pistol Stand Aim swap to Pistol Stand Aim	18	33	0.60	1.10
W2_Stand_Rlx_Swap_To_W1	- Pistol Stand Relaxed swap to Pistol Stand Relaxed	18	33	0.60	1.10
W2_Crouch_Aim_Swap_To_W1	- Pistol Crouch Aim swap to Pistol Crouch Aim	18	33	0.60	1.10
W2_Crouch_Rlx_Swap_To_W1	- Pistol Crouch Relaxed swap to Pistol Crouch Relaxed	18	33	0.60	1.10

Firing, Reloads

W1_Stand_Fire_Continuous	- Stand firing continuous loop
W1_Stand_Fire_Single	- Stand firing single round
W1_Stand_Fire_Powerful	- Stand firing single round, big recoil
W1_Stand_Aim_Reload	- Stand Aim reload
W1_Stand_Relaxed_Reload	- Stand Relaxed reload
W1_Stand_Aim_Unjam	- Stand Aim unjam
W1_Stand_Relaxed_Unjam	- Stand Relaxed unjam
W1_Crouch_Aim_Reload	- Crouch Aim reload
W1_Crouch_Rlx_Reload	- Crouch Relaxed reload
W1_Crouch_Fire_Continuous	- Crouch firing continuous loop
W1_Crouch_Fire_Single	- Crouch firing single round
W1_Crouch_Fire_Powerful	- Crouch firing single round, big recoil

WALKS, TURNS, JUMPS, TRANSITIONS

W1_Walk_Aim_F_Loop	- Walk Aim forward loop
W1_Walk_Aim_B_Loop	- Walk Aim backward loop

PISTOL PRO 2.7A ANIMATION LIST

All Animations Included as Root Motion and In-Place (IPC) (w/Custom Attributes for UE4)

NAME	DESCRIPTION
W1_Walk_Aim_L_Loop	- Walk Aim Strafe left loop
W1_Walk_Aim_L_BkPd_Loop	- Walk Aim Strafe left Backpedal loop
W1_Walk_Aim_R_Loop	- Walk Aim Strafe right loop
W1_Walk_Aim_R_BkPd_Loop	- Walk Aim Strafe right Backpedal loop
W1_Walk_Aim_BL_BkPd_Loop	- Walk Aim Strafe 135 back and left backpedal loop
W1_Walk_Aim_BR_BkPd_Loop	- Walk Aim Strafe 135 back and right backpedal loop
W1_Walk_Aim_FL_Loop	- Walk Aim Strafe 45 forward and left loop
W1_Walk_Aim_FR_Loop	- Walk Aim Strafe 45 forward and right loop
W1_Walk_Aim_L_CIR_Loop	- Walk Aim left circle loop
W1_Walk_Aim_R_CIR_Loop	- Walk Aim right circle loop
W1_Walk_Aim_F_Jump	- Walk Aim forward jump - Long Un-Edited Motion
W1_Walk_Aim_F_Jump_LU	- Walk Aim forward jump left foot up
W1_Walk_Aim_F_Jump_RU	- Walk Aim forward jump right foot up
W1_Walk_Aim_L_Jump	- Walk Aim Strafe left jump - Long Un-Edited Motion
W1_Walk_Aim_L_Jump_LU	- Walk Aim Strafe left jump left foot up
W1_Walk_Aim_L_Jump_RU	- Walk Aim Strafe left jump right foot up
W1_Walk_Aim_R_Jump	- Walk Aim Strafe right jump - Long Un-Edited Motion
W1_Walk_Aim_R_Jump_LU	- Walk Aim Strafe right jump left foot up
W1_Walk_Aim_R_Jump_RU	- Walk Aim Strafe right jump right foot up
W1_Walk_Aim_B_Jump	- Walk Aim back jump - Long Un-Edited Motion
W1_Walk_Aim_B_Jump_LU	- Walk Aim back jump left foot up
W1_Walk_Aim_B_Jump_RU	- Walk Aim back jump right foot up
W1_Walk_Aim_F_to_Stand_Aim_LU	- Walk Aim Forward, transition left foot up to Stand Aim
W1_Walk_Aim_F_to_Stand_Aim_RU	- Walk Aim Forward, transition right foot up to Stand Aim
W1_Walk_Aim_B_to_Stand_Aim_LU	- Walk Aim Backward, transition left foot up to Stand Aim
W1_Walk_Aim_B_to_Stand_Aim_RU	- Walk Aim Backward, transition right foot up to Stand Aim
W1_Walk_Aim_L_to_Stand_Aim_LU	- Walk Aim Left Strafe, transition left foot up to Stand Aim
W1_Walk_Aim_L_to_Stand_Aim_RU	- Walk Aim Left Strafe, transition right foot up to Stand Aim
W1_Walk_Aim_R_to_Stand_Aim_LU	- Walk Aim Right Strafe, transition left foot up to Stand Aim
W1_Walk_Aim_R_to_Stand_Aim_RU	- Walk Aim Right Strafe, transition right foot up to Stand Aim
W1_Walk_F_Loop	- Walk Relaxed forward loop
W1_Walk_B_Loop	- Walk Relaxed backward loop
W1_Walk_L_Loop	- Walk Relaxed Strafe left loop
W1_Walk_L_BkPd_Loop	- Walk Relaxed Strafe left Backpedal loop
W1_Walk_R_Loop	- Walk Relaxed Strafe right loop
W1_Walk_R_BkPd_Loop	- Walk Relaxed Strafe right Backpedal loop
W1_Walk_BL_BkPd_Loop	- Walk Relaxed Strafe 135 back and left backpedal loop
W1_Walk_BR_BkPd_Loop	- Walk Relaxed Strafe 135 back and right backpedal loop
W1_Walk_FL_Loop	- Walk Relaxed Strafe 45 forward and left loop
W1_Walk_FR_Loop	- Walk Relaxed Strafe 45 forward and right loop
W1_Walk_L_CIR_Loop	- Walk Relaxed left circle loop
W1_Walk_R_CIR_Loop	- Walk Relaxed right circle loop
W1_Walk_F_Jump	- Walk Relaxed forward jump - Long Un-Edited Motion
W1_Walk_F_Jump_LU	- Walk Relaxed forward jump left foot up
W1_Walk_F_Jump_RU	- Walk Relaxed forward jump right foot up
W1_Walk_L_Jump	- Walk Relaxed Strafe left jump - Long Un-Edited Motion
W1_Walk_L_Jump_LU	- Walk Relaxed Strafe left jump left foot up
W1_Walk_L_Jump_RU	- Walk Relaxed Strafe left jump right foot up
W1_Walk_R_Jump	- Walk Relaxed Strafe right jump - Long Un-Edited Motion
W1_Walk_R_Jump_LU	- Walk Relaxed Strafe right jump left foot up
W1_Walk_R_Jump_RU	- Walk Relaxed Strafe right jump right foot up
W1_Walk_B_Jump	- Walk Relaxed backward jump - Long Un-Edited Motion
W1_Walk_B_Jump_LU	- Walk Relaxed backward jump left foot up
W1_Walk_B_Jump_RU	- Walk Relaxed backward jump right foot up
W1_Walk_F_to_Stand_Relaxed_LU	- Walk Forward, transition left foot up to Stand Relaxed
W1_Walk_F_to_Stand_Relaxed_RU	- Walk Forward, transition right foot up to Stand Relaxed
W1_Walk_B_to_Stand_Relaxed_LU	- Walk Backward, transition left foot up to Stand Relaxed
W1_Walk_B_to_Stand_Relaxed_RU	- Walk Backward, transition right foot up to Stand Relaxed
W1_Walk_L_to_Stand_Relaxed_LU	- Walk Left Strafe, transition left foot up to Stand Relaxed
W1_Walk_L_to_Stand_Relaxed_RU	- Walk Left Strafe, transition right foot up to Stand Relaxed
W1_Walk_R_to_Stand_Relaxed_LU	- Walk Right Strafe, transition left foot up to Stand Relaxed
W1_Walk_R_to_Stand_Relaxed_RU	- Walk Right Strafe, transition right foot up to Stand Relaxed

CROUCH, TURNS, CROUCH WALKS, TRANSITION

PISTOL PRO 2.7A ANIMATION LIST

All Animations Included as Root Motion and In-Place (IPC) (w/Custom Attributes for UE4)

NAME	DESCRIPTION
W1_Crouch_Idle	- Crouch Idle loop
W1_Crouch_L_45	- Crouch in-place turn left 45
W1_Crouch_L_90	- Crouch in-place turn left 90
W1_Crouch_L_135	- Crouch in-place turn left 135
W1_Crouch_L_180	- Crouch in-place turn left 180
W1_Crouch_R_45	- Crouch in-place turn right 45
W1_Crouch_R_90	- Crouch in-place turn right 90
W1_Crouch_R_135	- Crouch in-place turn right 135
W1_Crouch_R_180	- Crouch in-place turn right 180
W1_CrouchWalk_F_Loop	- Crouch Walk forward loop
W1_CrouchWalk_B_Loop	- Crouch Walk backward loop
W1_CrouchWalk_L_Loop	- Crouch Walk Strafe left loop
W1_CrouchWalk_L_BkPd_Loop	- Crouch Walk Strafe left Backpedal loop
W1_CrouchWalk_R_Loop	- Crouch Walk Strafe right loop
W1_CrouchWalk_R_BkPd_Loop	- Crouch Walk Strafe right Backpedal loop
W1_CrouchWalk_BL_BkPd_Loop	- Crouch Walk Strafe 135 back and left backpedal loop
W1_CrouchWalk_BR_BkPd_Loop	- Crouch Walk Strafe 135 back and right backpedal loop
W1_CrouchWalk_FL_Loop	- Crouch Walk Strafe 45 forward and left loop
W1_CrouchWalk_FR_Loop	- Crouch Walk Strafe 45 forward and right loop
W1_CrouchWalk_Aim_F_Loop	- Crouch Walk forward loop
W1_CrouchWalk_Aim_B_Loop	- Crouch Walk backward loop
W1_CrouchWalk_Aim_L_Loop	- Crouch Walk Aim Strafe left loop
W1_CrouchWalk_Aim_L_BkPd_Loop	- Crouch Walk Aim Strafe left Backpedal loop
W1_CrouchWalk_Aim_R_Loop	- Crouch Walk Aim Strafe right loop
W1_CrouchWalk_Aim_R_BkPd_Loop	- Crouch Walk Aim Strafe right Backpedal loop
W1_CrouchWalk_Aim_BL_BkPd_Loop	- Crouch Walk Aim Strafe 135 back and left backpedal loop
W1_CrouchWalk_Aim_BR_BkPd_Loop	- Crouch Walk Aim Strafe 135 back and right backpedal loop
W1_CrouchWalk_Aim_FL_Loop	- Crouch Walk Aim Strafe 45 forward and left loop
W1_CrouchWalk_Aim_FR_Loop	- Crouch Walk Aim Strafe 45 forward and right loop
W1_Crouch_To_Crouch_Aim	- Crouch transition to Crouch Aim
W1_Crouch_Aim_To_Crouch	- Crouch Aim transition to Crouch
W1_Crouch_Aim_Idle	- Crouch Aiming loop
W1_Crouch_Aim_L_135	- Crouch Aim in-place turn left 135
W1_Crouch_Aim_L_180	- Crouch Aim in-place turn left 180
W1_Crouch_Aim_L_45	- Crouch Aim in-place turn left 45
W1_Crouch_Aim_L_90	- Crouch Aim in-place turn left 90
W1_Crouch_Aim_R_135	- Crouch Aim in-place turn right 135
W1_Crouch_Aim_R_180	- Crouch Aim in-place turn right 180
W1_Crouch_Aim_R_45	- Crouch Aim in-place turn right 45
W1_Crouch_Aim_R_90	- Crouch Aim in-place turn right 90
W1_Stand_Aim_To_Crouch_Aim	- Stand Aim transition to Crouch Aim
W1_Crouch_Aim_To_Stand_Aim	- Crouch Aim transition to Stand Aim
W1_Crouch_Aim_To_CrouchWalk_Aim_F	- Crouch Aim, transition to CrouchWalk Aim Forward
W1_Crouch_Aim_To_CrouchWalk_Aim_B	- Crouch Aim, transition to CrouchWalk Aim Backward
W1_Crouch_Aim_To_CrouchWalk_Aim_L	- Crouch Aim, transition to CrouchWalk Aim Left Strafe
W1_Crouch_Aim_To_CrouchWalk_Aim_R	- Crouch Aim, transition to CrouchWalk Aim Right Strafe
W1_Crouch_Aim_To_CrouchWalk_Aim_L45_Fwd	- Crouch Aim, turn 45 left to Crouchwalk Aim Forward
W1_Crouch_Aim_To_CrouchWalk_Aim_L90_Fwd	- Crouch Aim, turn 90 left to Crouchwalk Aim Forward
W1_Crouch_Aim_To_CrouchWalk_Aim_L135_Fwd	- Crouch Aim, turn 135 left to Crouchwalk Aim Forward
W1_Crouch_Aim_To_CrouchWalk_Aim_L180_Fwd	- Crouch Aim, turn 180 left to Crouchwalk Aim Forward
W1_Crouch_Aim_To_CrouchWalk_Aim_R45_Fwd	- Crouch Aim, turn 45 right to Crouchwalk Aim Forward
W1_Crouch_Aim_To_CrouchWalk_Aim_R90_Fwd	- Crouch Aim, turn 90 right to Crouchwalk Aim Forward
W1_Crouch_Aim_To_CrouchWalk_Aim_R135_Fwd	- Crouch Aim, turn 135 right to Crouchwalk Aim Forward
W1_Crouch_Aim_To_CrouchWalk_Aim_R180_Fwd	- Crouch Aim, turn 180 right to Crouchwalk Aim Forward
W1_CrouchWalk_Aim_F_to_Crouch_Aim_LU	- Crouch Walk Aim Forward, transition left foot up to Crouch Aim
W1_CrouchWalk_Aim_F_to_Crouch_Aim_RU	- Crouch Walk Aim Forward, transition right foot up to Crouch Aim
W1_CrouchWalk_Aim_B_to_Crouch_Aim_LU	- Crouch Walk Aim Backward, transition left foot up to Crouch Aim
W1_CrouchWalk_Aim_B_to_Crouch_Aim_RU	- Crouch Walk Aim Backward, transition right foot up to Crouch Aim
W1_CrouchWalk_Aim_L_to_Crouch_Aim_LU	- Crouch Walk Aim Left Strafe, transition left foot up to Crouch Aim
W1_CrouchWalk_Aim_L_to_Crouch_Aim_RU	- Crouch Walk Aim Left Strafe, transition right foot up to Crouch Aim
W1_CrouchWalk_Aim_R_to_Crouch_Aim_LU	- Crouch Walk Aim Right Strafe, transition left foot up to Crouch Aim
W1_CrouchWalk_Aim_R_to_Crouch_Aim_RU	- Crouch Walk Aim Right Strafe, transition right foot up to Crouch Aim

PISTOL PRO 2.7A ANIMATION LIST

All Animations Included as Root Motion and In-Place (IPC) (w/Custom Attributes for UE4)

NAME	DESCRIPTION
W1_Stand_Relaxed_To_Crouch	- Stand Relaxed transition to Crouch
W1_Crouch_To_Stand_Relaxed	- Crouch transition to Stand Relaxed
W1_Crouch_To_CrouchWalk_F	- Crouch, transition to Crouchwalk Forward
W1_Crouch_To_CrouchWalk_B	- Crouch, transition to Crouchwalk Backward
W1_Crouch_To_CrouchWalk_L	- Crouch, transition to Crouchwalk Left Strafe
W1_Crouch_To_CrouchWalk_R	- Crouch, transition to Crouchwalk Right Strafe
W1_Crouch_To_CrouchWalk_L45_Fwd	- Crouch, turn 45 left to Crouchwalk Forward
W1_Crouch_To_CrouchWalk_L90_Fwd	- Crouch, turn 90 left to Crouchwalk Forward
W1_Crouch_To_CrouchWalk_L135_Fwd	- Crouch, turn 135 left to Crouchwalk Forward
W1_Crouch_To_CrouchWalk_L180_Fwd	- Crouch, turn 180 left to Crouchwalk Forward
W1_Crouch_To_CrouchWalk_R45_Fwd	- Crouch, turn 45 right to Crouchwalk Forward
W1_Crouch_To_CrouchWalk_R90_Fwd	- Crouch, turn 90 right to Crouchwalk Forward
W1_Crouch_To_CrouchWalk_R135_Fwd	- Crouch, turn 135 right to Crouchwalk Forward
W1_Crouch_To_CrouchWalk_R180_Fwd	- Crouch, turn 180 right to Crouchwalk Forward
W1_CrouchWalk_F_to_Crouch_LU	- Crouch Walk Forward, transition left foot up to Crouch
W1_CrouchWalk_F_to_Crouch_RU	- Crouch Walk Forward, transition right foot up to Crouch
W1_CrouchWalk_B_to_Crouch_LU	- Crouch Walk Backward, transition left foot up to Crouch
W1_CrouchWalk_B_to_Crouch_RU	- Crouch Walk Backward, transition right foot up to Crouch
W1_CrouchWalk_L_to_Crouch_LU	- Crouch Walk Left Strafe, transition left foot up to Crouch
W1_CrouchWalk_L_to_Crouch_RU	- Crouch Walk Left Strafe, transition right foot up to Crouch
W1_CrouchWalk_R_to_Crouch_LU	- Crouch Walk Right Strafe, transition left foot up to Crouch
W1_CrouchWalk_R_to_Crouch_RU	- Crouch Walk Right Strafe, transition right foot up to Crouch
W1_CrouchWalk_L_CIR_Loop	- Crouch Walk left circle loop
W1_CrouchWalk_R_CIR_Loop	- Crouch Walk right circle loop
W1_CrouchWalk_Aim_L_CIR_Loop	- Crouch Walk Aim left circle loop
W1_CrouchWalk_Aim_R_CIR_Loop	- Crouch Walk Aim right circle loop

JOGS, TURNS, JUMPS, TRANSITIONS

W1_Jog_Aim_F_Loop	- Jog Aim forward loop
W1_Jog_Aim_B_Loop	- Jog Aim backward loop
W1_Jog_Aim_L_Loop	- Jog Aim Strafe left loop
W1_Jog_Aim_L_BkPd_Loop	- Jog Aim Strafe left Backpedal loop
W1_Jog_Aim_R_Loop	- Jog Aim Strafe right loop
W1_Jog_Aim_R_BkPd_Loop	- Jog Aim Strafe right Backpedal loop
W1_Jog_Aim_BL_BkPd_Loop	- Jog Aim Strafe 135 back and left backpedal loop
W1_Jog_Aim_BR_BkPd_Loop	- Jog Aim Strafe 135 back and right backpedal loop
W1_Jog_Aim_FL_Loop	- Jog Aim Strafe 45 forward and left loop
W1_Jog_Aim_FR_Loop	- Jog Aim Strafe 45 forward and right loop
W1_Jog_Aim_L_CIR_Loop	- Jog Aim left circle loop
W1_Jog_Aim_R_CIR_Loop	- Jog Aim right circle loop
W1_Jog_Aim_F_Jump	- Jog Aim forward jump - Long Un-Edited Motion
W1_Jog_Aim_F_Jump_LU	- Jog Aim forward jump left foot up
W1_Jog_Aim_F_Jump_RU	- Jog Aim forward jump right foot up
W1_Jog_Aim_L_Jump	- Jog Aim Strafe left jump - Long Un-Edited Motion
W1_Jog_Aim_L_Jump_LU	- Jog Aim Strafe left jump left foot up
W1_Jog_Aim_L_Jump_RU	- Jog Aim Strafe left jump right foot up
W1_Jog_Aim_R_Jump	- Jog Aim Strafe right jump - Long Un-Edited Motion
W1_Jog_Aim_R_Jump_LU	- Jog Aim Strafe right jump left foot up
W1_Jog_Aim_R_Jump_RU	- Jog Aim Strafe right jump right foot up
W1_Jog_Aim_B_to_Stand_Aim_LU	- Jog Aim Backward, transition left foot up to Stand Aim
W1_Jog_Aim_B_to_Stand_Aim_RU	- Jog Aim Backward, transition right foot up to Stand Aim
W1_Jog_Aim_F_to_Stand_Aim_LU	- Jog Aim Forward, transition left foot up to Stand Aim
W1_Jog_Aim_F_to_Stand_Aim_RU	- Jog Aim Forward, transition right foot up to Stand Aim
W1_Jog_Aim_L_to_Stand_Aim_LU	- Jog Aim Left Strafe, transition left foot up to Stand Aim
W1_Jog_Aim_L_to_Stand_Aim_RU	- Jog Aim Left Strafe, transition right foot up to Stand Aim
W1_Jog_Aim_R_to_Stand_Aim_LU	- Jog Aim Right Strafe, transition left foot up to Stand Aim
W1_Jog_Aim_R_to_Stand_Aim_RU	- Jog Aim Right Strafe, transition right foot up to Stand Aim
W1_Jog_F_Loop	- Jog Relaxed forward loop
W1_Jog_B_Loop	- Jog Relaxed backward loop
W1_Jog_L_Loop	- Jog Relaxed Strafe left loop
W1_Jog_L_BkPd_Loop	- Jog Relaxed Strafe left Backpedal loop
W1_Jog_R_Loop	- Jog Relaxed Strafe right loop
W1_Jog_R_BkPd_Loop	- Jog Relaxed Strafe right Backpedal loop
W1_Jog_BL_BkPd_Loop	- Jog Relaxed Strafe 135 back and left backpedal loop
W1_Jog_BR_BkPd_Loop	- Jog Relaxed Strafe 135 back and right backpeda loop

PISTOL PRO 2.7A ANIMATION LIST

All Animations Included as Root Motion and In-Place (IPC) (w/Custom Attributes for UE4)

NAME	DESCRIPTION
W1_Jog_FL_Loop	- Jog Relaxed Strafe 45 forward and left loop
W1_Jog_FR_Loop	- Jog Relaxed Strafe 45 forward and right loop
W1_Jog_L_CIR_Loop	- Jog Relaxed left circle loop
W1_Jog_R_CIR_Loop	- Jog Relaxed right circle loop
W1_Jog_F_Jump	- Jog Relaxed forward jump - Long Un-Edited Motion
W1_Jog_F_Jump_LU	- Jog Relaxed forward jump left foot up
W1_Jog_F_Jump_RU	- Jog Relaxed forward jump right foot up
W1_Jog_L_Jump	- Jog Relaxed Strafe left jump - Long Un-Edited Motion
W1_Jog_L_Jump_LU	- Jog Relaxed Strafe left jump left foot up
W1_Jog_L_Jump_RU	- Jog Relaxed Strafe left jump right foot up
W1_Jog_R_Jump	- Jog Relaxed Strafe right jump - Long Un-Edited Motion
W1_Jog_R_Jump_LU	- Jog Relaxed Strafe right jump left foot up
W1_Jog_R_Jump_RU	- Jog Relaxed Strafe right jump right foot up
W1_Jog_B_to_Stand_Relaxed	- Jog Relaxed Backward transition to Stand Relaxed
W1_Jog_B_to_Stand_Relaxed_LU	Jog Relaxed Backward, transition left foot up to Stand Relaxed
W1_Jog_B_to_Stand_Relaxed_RU	- Jog Relaxed Backward, transition right foot up to Stand Relaxed
W1_Jog_F_to_Stand_Relaxed	- Jog Relaxed Forward, transition to Stand Relaxed
W1_Jog_F_to_Stand_Relaxed_LU	Jog Relaxed Forward, transition left foot up to Stand Relaxed
W1_Jog_F_to_Stand_Relaxed_RU	- Jog Relaxed Forward, transition right foot up to Stand Relaxed
W1_Jog_L_to_Stand_Relaxed	- Jog Relaxed Left Strafe, transition to Stand Relaxed
W1_Jog_L_to_Stand_Relaxed_LU	Jog Relaxed Left Strafe, transition left foot up to Stand Relaxed
W1_Jog_L_to_Stand_Relaxed_RU	- Jog Relaxed Left Strafe, transition right foot up to Stand Relaxed
W1_Jog_R_to_Stand_Relaxed	- Jog Relaxed Right Strafe, transition to Stand Relaxed
W1_Jog_R_to_Stand_Relaxed_LU	Jog Relaxed Right Strafe, transition left foot up to Stand Relaxed
W1_Jog_R_to_Stand_Relaxed_RU	- Jog Relaxed Right Strafe, transition right foot up to Stand Relaxed

RUNS, TURNS, JUMPS, TRANSITIONS

W1_Run_F_Loop	- Run forward loop
W1_Run_L_Loop	- Run Strafe left loop
W1_Run_R_Loop	- Run Strafe right loop
W1_Run_FL_Loop	- Run Strafe 45 forward and left loop
W1_Run_FR_Loop	- Run Strafe 45 forward and right loop
W1_Run_L_CIR_Loop	- Run left circle loop
W1_Run_R_CIR_Loop	- Run right circle loop
W1_Run_F_Jump	- Run forward jump - Long Un-Edited Motion
W1_Run_F_Jump_LU	- Run forward jump left foot up
W1_Run_F_Jump_RU	- Run forward jump right foot up
W1_Run_F_to_Stand_Relaxed	Run Forward, transition to Stand Relaxed - Long Un-Edited Motion
W1_Run_F_to_Stand_Relaxed_LU	- Run Forward, transition left foot up to Stand Relaxed
W1_Run_F_to_Stand_Relaxed_RU	- Run Forward, transition right foot up to Stand Relaxed
W1_Run_L_to_Stand_Relaxed	Run Left Strafe, transition to Stand Relaxed - Long Un-Edited Motion
W1_Run_L_to_Stand_Relaxed_LU	- Run Left Strafe, transition left foot up to Stand Relaxed
W1_Run_L_to_Stand_Relaxed_RU	- Run Left Strafe, transition right foot up to Stand Relaxed
W1_Run_R_to_Stand_Relaxed	Run Right Strafe, transition to Stand Relaxed - Long Un-Edited Motion
W1_Run_R_to_Stand_Relaxed_LU	- Run Right Strafe, transition left foot up to Stand Relaxed
W1_Run_R_to_Stand_Relaxed_RU	Run Right Strafe, transition right foot up to Stand Relaxed
W1_Run_L_Jump_LU	- Run left jump left foot up
W1_Run_L_Jump_RU	- Run left jump right foot up
W1_Run_R_Jump_LU	- Run right jump left foot up
W1_Run_R_Jump_RU	- Run right jump right foot up

SPLIT JUMPS

W1_Jog_Aim_F_Jump_LU_Start_IPC	- Left Up Jump Start
W1_Jog_Aim_F_Jump_LU_Air_IPC	- Loop while in Air
W1_Jog_Aim_F_Jump_LU_End_IPC	- Left Up Jump Landing
W1_Jog_Aim_F_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Jog_Aim_F_Jump_RU_Air_IPC	- Loop while in Air
W1_Jog_Aim_F_Jump_RU_End_IPC	- Right Up Jump Landing

PISTOL PRO 2.7A ANIMATION LIST

All Animations Included as Root Motion and In-Place (IPC) (w/Custom Attributes for UE4)

NAME	DESCRIPTION
W1_Jog_Aim_L_Jump_LU_Start_IPC	- Left Up Jump Start
W1_Jog_Aim_L_Jump_LU_Air_IPC	- Loop while in Air
W1_Jog_Aim_L_Jump_LU_End_IPC	- Left Up Jump Landing
W1_Jog_Aim_L_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Jog_Aim_L_Jump_RU_Air_IPC	- Loop while in Air
W1_Jog_Aim_L_Jump_RU_End_IPC	- Right Up Jump Landing
W1_Jog_Aim_R_Jump_LU_Start_IPC	- Left Up Jump Start
W1_Jog_Aim_R_Jump_LU_Air_IPC	- Loop while in Air
W1_Jog_Aim_R_Jump_LU_End_IPC	- Left Up Jump Landing
W1_Jog_Aim_R_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Jog_Aim_R_Jump_RU_Air_IPC	- Loop while in Air
W1_Jog_Aim_R_Jump_RU_End_IPC	- Right Up Jump Landing
W1_Jog_F_Jump_LU_Start_IPC	- Left Up Jump Start
W1_Jog_F_Jump_LU_Air_IPC	- Loop while in Air
W1_Jog_F_Jump_LU_End_IPC	- Left Up Jump Landing
W1_Jog_F_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Jog_F_Jump_RU_Air_IPC	- Loop while in Air
W1_Jog_F_Jump_RU_End_IPC	- Right Up Jump Landing
W1_Jog_L_Jump_LU_Start_IPC	- Left Up Jump Start
W1_Jog_L_Jump_LU_Air_IPC	- Loop while in Air
W1_Jog_L_Jump_LU_End_IPC	- Left Up Jump Landing
W1_Jog_L_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Jog_L_Jump_RU_Air_IPC	- Loop while in Air
W1_Jog_L_Jump_RU_End_IPC	- Right Up Jump Landing
W1_Jog_R_Jump_LU_Start_IPC	- Left Up Jump Start
W1_Jog_R_Jump_LU_Air_IPC	- Loop while in Air
W1_Jog_R_Jump_LU_End_IPC	- Left Up Jump Landing
W1_Jog_R_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Jog_R_Jump_RU_Air_IPC	- Loop while in Air
W1_Jog_R_Jump_RU_End_IPC	- Right Up Jump Landing
W1_Run_F_Jump_LU_Start_IPC	- Left Up Jump Start
W1_Run_F_Jump_LU_Air_IPC	- Loop while in Air
W1_Run_F_Jump_LU_End_IPC	- Left Up Jump Landing
W1_Run_F_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Run_F_Jump_RU_Air_IPC	- Loop while in Air
W1_Run_F_Jump_RU_End_IPC	- Right Up Jump Landing
W1_Run_L_Jump_LU_Start_IPC	- Left Up Jump Start
W1_Run_L_Jump_LU_Air_IPC	- Loop while in Air
W1_Run_L_Jump_LU_End_IPC	- Left Up Jump Landing
W1_Run_L_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Run_L_Jump_RU_Air_IPC	- Loop while in Air
W1_Run_L_Jump_RU_End_IPC	- Right Up Jump Landing
W1_Run_R_Jump_LU_Start_IPC	- Left Up Jump Start
W1_Run_R_Jump_LU_Air_IPC	- Loop while in Air
W1_Run_R_Jump_LU_End_IPC	- Left Up Jump Landing
W1_Run_R_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Run_R_Jump_RU_Air_IPC	- Loop while in Air
W1_Run_R_Jump_RU_End_IPC	- Right Up Jump Landing
W1_Stand_Aim_Jump_Start_IPC	- Jump Start
W1_Stand_Aim_Jump_Air_IPC	- Loop while in Air
W1_Stand_Aim_Jump_End_IPC	- Jump Landing
W1_Stand_Relaxed_Jump_Start_IPC	- Jump Start
W1_Stand_Relaxed_Jump_Air_IPC	- Loop while in Air
W1_Stand_Relaxed_Jump_End_IPC	- Jump Landing
W1_Walk_Aim_B_Jump_LU_Start_IPC	- Left Up Jump Start
W1_Walk_Aim_B_Jump_LU_Air_IPC	- Loop while in Air
W1_Walk_Aim_B_Jump_LU_End_IPC	- Left Up Jump Landing
W1_Walk_Aim_B_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Walk_Aim_B_Jump_RU_Air_IPC	- Loop while in Air
W1_Walk_Aim_B_Jump_RU_End_IPC	- Right Up Jump Landing
W1_Walk_Aim_F_Jump_LU_Start_IPC	- Left Up Jump Start
W1_Walk_Aim_F_Jump_LU_Air_IPC	- Loop while in Air
W1_Walk_Aim_F_Jump_LU_End_IPC	- Left Up Jump Landing
W1_Walk_Aim_F_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Walk_Aim_F_Jump_RU_Air_IPC	- Loop while in Air
W1_Walk_Aim_F_Jump_RU_End_IPC	- Right Up Jump Landing
W1_Walk_Aim_L_Jump_LU_Start_IPC	- Left Up Jump Start
W1_Walk_Aim_L_Jump_LU_Air_IPC	- Loop while in Air
W1_Walk_Aim_L_Jump_LU_End_IPC	- Left Up Jump Landing

PISTOL PRO 2.7A ANIMATION LIST

All Animations Included as Root Motion and In-Place (IPC) (w/Custom Attributes for UE4)

NAME	DESCRIPTION
W1_Walk_Aim_L_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Walk_Aim_L_Jump_RU_Air_IPC	- Loop while in Air
W1_Walk_Aim_L_Jump_RU_End_IPC	- Right Up Jump Landing
W1_Walk_Aim_R_Jump_LU_Start_IPC	- Left Up Jump Start
W1_Walk_Aim_R_Jump_LU_Air_IPC	- Loop while in Air
W1_Walk_Aim_R_Jump_LU_End_IPC	- Left Up Jump Landing
W1_Walk_Aim_R_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Walk_Aim_R_Jump_RU_Air_IPC	- Loop while in Air
W1_Walk_Aim_R_Jump_RU_End_IPC	- Right Up Jump Landing
W1_Walk_B_Jump_LU_Start_IPC	- Left Up Jump Start
W1_Walk_B_Jump_LU_Air_IPC	- Loop while in Air
W1_Walk_B_Jump_LU_End_IPC	- Left Up Jump Landing
W1_Walk_B_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Walk_B_Jump_RU_Air_IPC	- Loop while in Air
W1_Walk_B_Jump_RU_End_IPC	- Right Up Jump Landing
W1_Walk_F_Jump_LU_Start_IPC	- Left Up Jump Start
W1_Walk_F_Jump_LU_Air_IPC	- Loop while in Air
W1_Walk_F_Jump_LU_End_IPC	- Left Up Jump Landing
W1_Walk_F_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Walk_F_Jump_RU_Air_IPC	- Loop while in Air
W1_Walk_F_Jump_RU_End_IPC	- Right Up Jump Landing
W1_Walk_L_Jump_LU_Start_IPC	- Left Up Jump Start
W1_Walk_L_Jump_LU_Air_IPC	- Loop while in Air
W1_Walk_L_Jump_LU_End_IPC	- Left Up Jump Landing
W1_Walk_L_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Walk_L_Jump_RU_Air_IPC	- Loop while in Air
W1_Walk_L_Jump_RU_End_IPC	- Right Up Jump Landing
W1_Walk_R_Jump_LU_Start_IPC	- Left Up Jump Start
W1_Walk_R_Jump_LU_Air_IPC	- Loop while in Air
W1_Walk_R_Jump_LU_End_IPC	- Left Up Jump Landing
W1_Walk_R_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Walk_R_Jump_RU_Air_IPC	- Loop while in Air
W1_Walk_R_Jump_RU_End_IPC	- Right Up Jump Landing

MOCAP ONLINE / MOTUS DIGITAL

<https://mocaponline.com/products/pistol>

Mocap@MotusDigital.com

PISTOL PRO 2.7A ANIMATION LIST

All Animations Included as Root Motion and In-Place (IPC) (w/Custom Attributes for UE4)

NAME	DESCRIPTION
STANDS, TURNS, JUMP, FIDGETS, TRANSITIONS	
W1_Stand_Aim_Idle	- Stand Aiming loop
W1_Stand_Aim_L_45	- Stand Aim in-place turn left 45
W1_Stand_Aim_R_45	- Stand Aim in-place turn right 45
W1_Stand_Aim_L_90	- Stand Aim in-place turn left 90
W1_Stand_Aim_R_90	- Stand Aim in-place turn right 90
W1_Stand_Aim_L_135	- Stand Aim in-place turn left 135
W1_Stand_Aim_R_135	- Stand Aim in-place turn right 135
W1_Stand_Aim_L_180	- Stand Aim in-place turn left 180
W1_Stand_Aim_R_180	- Stand Aim in-place turn right 180
W1_Stand_Aim_Jump	- Stand Aim in-place Jump
W1_Stand_Aim_Fgt_v1	- Stand Aim look around variation 1
W1_Stand_Aim_Fgt_v2	- Stand Aim look around variation 2
W1_Stand_Aim_Fgt_v3	- Stand Aim look around variation 3
W1_Stand_Aim_Fgt_v4	- Stand Aim look around variation 4
W1_Stand_Aim_To_Relaxed	- Stand Aim transition to Stand Relaxed
W1_Stand_Aim_To_Walk_Aim_F	- Stand Aim to Walk Aim Forward
W1_Stand_Aim_To_Walk_Aim_B	- Stand Aim to Walk Aim Left strafe
W1_Stand_Aim_To_Walk_Aim_L	- Stand Aim to Walk Aim Right strafe
W1_Stand_Aim_To_Walk_Aim_R	- Stand Aim to Walk Aim Backward
W1_Stand_Aim_To_Walk_Aim_L45_Fwd	- Stand Aim, turn 45 left to Walk Aim Forward
W1_Stand_Aim_To_Walk_Aim_L90_Fwd	- Stand Aim, turn 90 left to Walk Aim Forward
W1_Stand_Aim_To_Walk_Aim_L135_Fwd	- Stand Aim, turn 135 left to Walk Aim Forward
W1_Stand_Aim_To_Walk_Aim_L180_Fwd	- Stand Aim, turn 180 left to Walk Aim Forward
W1_Stand_Aim_To_Walk_Aim_R45_Fwd	- Stand Aim, turn 45 right to Walk Aim Forward
W1_Stand_Aim_To_Walk_Aim_R90_Fwd	- Stand Aim, turn 90 right to Walk Aim Forward
W1_Stand_Aim_To_Walk_Aim_R135_Fwd	- Stand Aim, turn 135 right to Walk Aim Forward
W1_Stand_Aim_To_Walk_Aim_R180_Fwd	- Stand Aim, turn 180 right to Walk Aim Forward
W1_Stand_Aim_To_Jog_Aim_F	- Stand Aim to Jog Aim Forward
W1_Stand_Aim_To_Jog_Aim_B	- Stand Aim to Jog Aim Left strafe
W1_Stand_Aim_To_Jog_Aim_L	- Stand Aim to Jog Aim Right strafe
W1_Stand_Aim_To_Jog_Aim_R	- Stand Aim to Jog Aim Backward
W1_Stand_Aim_To_Jog_Aim_L45_Fwd	- Stand Aim, turn 45 left to Jog Aim Forward
W1_Stand_Aim_To_Jog_Aim_L90_Fwd	- Stand Aim, turn 90 left to Jog Aim Forward
W1_Stand_Aim_To_Jog_Aim_L135_Fwd	- Stand Aim, turn 135 left to Jog Aim Forward
W1_Stand_Aim_To_Jog_Aim_L180_Fwd	- Stand Aim, turn 180 left to Jog Aim Forward
W1_Stand_Aim_To_Jog_Aim_R45_Fwd	- Stand Aim, turn 45 right to Jog Aim Forward
W1_Stand_Aim_To_Jog_Aim_R90_Fwd	- Stand Aim, turn 90 right to Jog Aim Forward
W1_Stand_Aim_To_Jog_Aim_R135_Fwd	- Stand Aim, turn 135 right to Jog Aim Forward
W1_Stand_Aim_To_Jog_Aim_R180_Fwd	- Stand Aim, turn 180 right to Jog Aim Forward
W1_Stand_Relaxed_Idle	- Stand Relaxed with Pistol loop
W1_Stand_Relaxed_L_45	- Stand Relaxed in-place turn left 45
W1_Stand_Relaxed_R_45	- Stand Relaxed in-place turn right 45
W1_Stand_Relaxed_L_90	- Stand Relaxed in-place turn left 90
W1_Stand_Relaxed_R_90	- Stand Relaxed in-place turn right 90
W1_Stand_Relaxed_L_135	- Stand Relaxed in-place turn left 135
W1_Stand_Relaxed_R_135	- Stand Relaxed in-place turn right 135
W1_Stand_Relaxed_L_180	- Stand Relaxed in-place turn left 180
W1_Stand_Relaxed_R_180	- Stand Relaxed in-place turn right 180
W1_Stand_Relaxed_Jump	- Stand Relaxed jump in-place
W1_Stand_Relaxed_Fgt_v1	- Stand Relaxed look around
W1_Stand_Relaxed_Fgt_v2	- Stand Relaxed look around
W1_Stand_Relaxed_Fgt_v3	- Stand Relaxed look around
W1_Stand_Relaxed_Fgt_v4	- Stand Relaxed look around
W1_Stand_Relaxed_To_Aim	- Stand Relaxed transition to Stand Aim
W1_Stand_Relaxed_Death_F	- Stand Relaxed death fall forward
W1_Stand_Relaxed_Death_B	- Stand Relaxed death fall backward
W1_Stand_Relaxed_Death_B_Fly	- Stand Relaxed death fly backward
W1_Stand_Relaxed_Death_L	- Stand Relaxed death fall left
W1_Stand_Relaxed_Death_R	- Stand Relaxed death fall right
W1_Stand_Relaxed_To_Walk_F	- Stand Relaxed to Walk Forward
W1_Stand_Relaxed_To_Walk_B	- Stand Relaxed to Walk Backward
W1_Stand_Relaxed_To_Walk_L	- Stand Relaxed to Walk Left strafe
W1_Stand_Relaxed_To_Walk_R	- Stand Relaxed to Walk Right strafe
W1_Stand_Relaxed_To_Walk_L45_Fwd	- Stand Relaxed, turn 45 left to Walk Forward
W1_Stand_Relaxed_To_Walk_L90_Fwd	- Stand Relaxed, turn 90 left to Walk Forward
W1_Stand_Relaxed_To_Walk_L135_Fwd	- Stand Relaxed, turn 135 left to Walk Forward
W1_Stand_Relaxed_To_Walk_L180_Fwd	- Stand Relaxed, turn 180 left to Walk Forward
W1_Stand_Relaxed_To_Walk_R45_Fwd	- Stand Relaxed, turn 45 right to Walk Forward
W1_Stand_Relaxed_To_Walk_R90_Fwd	- Stand Relaxed, turn 90 right to Walk Forward
W1_Stand_Relaxed_To_Walk_R135_Fwd	- Stand Relaxed, turn 135 right to Walk Forward
W1_Stand_Relaxed_To_Walk_R180_Fwd	- Stand Relaxed, turn 180 right to Walk Forward
W1_Stand_Relaxed_To_Jog_F	- Stand Relaxed to Jog Forward
W1_Stand_Relaxed_To_Jog_B	- Stand Relaxed to Jog Backward
W1_Stand_Relaxed_To_Jog_L	- Stand Relaxed to Jog Left strafe
W1_Stand_Relaxed_To_Jog_R	- Stand Relaxed to Jog Right strafe

PISTOL PRO 2.7A ANIMATION LIST

All Animations Included as Root Motion and In-Place (IPC) (w/Custom Attributes for UE4)

NAME	DESCRIPTION
W1_Stand_Relaxed_To_Jog_L45_Fwd	- Stand Relaxed, turn 45 left to Jog Forward
W1_Stand_Relaxed_To_Jog_L90_Fwd	- Stand Relaxed, turn 90 left to Jog Forward
W1_Stand_Relaxed_To_Jog_L135_Fwd	- Stand Relaxed, turn 135 left to Jog Forward
W1_Stand_Relaxed_To_Jog_L180_Fwd	- Stand Relaxed, turn 180 left to Jog Forward
W1_Stand_Relaxed_To_Jog_R45_Fwd	- Stand Relaxed, turn 45 right to Jog Forward
W1_Stand_Relaxed_To_Jog_R90_Fwd	- Stand Relaxed, turn 90 right to Jog Forward
W1_Stand_Relaxed_To_Jog_R135_Fwd	- Stand Relaxed, turn 135 right to Jog Forward
W1_Stand_Relaxed_To_Jog_R180_Fwd	- Stand Relaxed, turn 180 right to Jog Forward
W1_Stand_Relaxed_To_Run_F	- Stand Relaxed to Run Forward
W1_Stand_Relaxed_To_Run_L	- Stand Relaxed to Run Left strafe
W1_Stand_Relaxed_To_Run_R	- Stand Relaxed to Run Right strafe
W1_Stand_Relaxed_To_Run_L45_Fwd	- Stand Relaxed, turn 45 left to Run Forward
W1_Stand_Relaxed_To_Run_L90_Fwd	- Stand Relaxed, turn 90 left to Run Forward
W1_Stand_Relaxed_To_Run_L135_Fwd	- Stand Relaxed, turn 135 left to Run Forward
W1_Stand_Relaxed_To_Run_L180_Fwd	- Stand Relaxed, turn 180 left to Run Forward
W1_Stand_Relaxed_To_Run_R45_Fwd	- Stand Relaxed, turn 45 right to Run Forward
W1_Stand_Relaxed_To_Run_R90_Fwd	- Stand Relaxed, turn 90 right to Run Forward
W1_Stand_Relaxed_To_Run_R135_Fwd	- Stand Relaxed, turn 135 right to Run Forward
W1_Stand_Relaxed_To_Run_R180_Fwd	- Stand Relaxed, turn 180 right to Run Forward
TURN LOOPS	All Turn Loops are 20 frames(0.67 seconds), IPC linear 45 degress Yaw.
W1_Stand_Aim_Turn_In_Place_L_Loop	- Stand Aim in-place turn left 45 continuous Loop
W1_Stand_Aim_Turn_In_Place_R_Loop	- Stand Aim in-place turn right 45 continuous Loop
W1_Stand_Rlx_Turn_In_Place_L_Loop	- Stand Relaxed in-place turn left 45 continuous Loop
W1_Stand_Rlx_Turn_In_Place_R_Loop	- Stand Relaxed in-place turn right 45 continuous Loop
W1_Crouch_Aim_Turn_In_Place_L_Loop	- Crouch Aim in-place turn left 45 continuous Loop
W1_Crouch_Aim_Turn_In_Place_R_Loop	- Crouch Aim in-place turn right 45 continuous Loop
W1_Crouch_Rlx_Turn_In_Place_L_Loop	- Crouch Relaxed in-place turn left 45 continuous Loop
W1_Crouch_Rlx_Turn_In_Place_R_Loop	- Crouch Relaxed in-place turn right 45 continuous Loop
AIM OFFSETS	
W1_Stand_Aim_Point_Center	- Stand aim center, offset pose
W1_Stand_Aim_Point_D45	- Stand aim forward, offset pose
W1_Stand_Aim_Point_D90	- Stand aim down 90, offset pose
W1_Stand_Aim_Point_L45	- Stand aim left 45, offset pose
W1_Stand_Aim_Point_L90	- Stand aim left 90, offset pose
W1_Stand_Aim_Point_LD45	- Stand aim left and down 45, offset pose
W1_Stand_Aim_Point_LD90	- Stand aim left and down 90, offset pose
W1_Stand_Aim_Point_LU45	- Stand aim left and up 45, offset pose
W1_Stand_Aim_Point_LU90	- Stand aim left and up 90, offset pose
W1_Stand_Aim_Point_R45	- Stand aim right 45, offset pose
W1_Stand_Aim_Point_R90	- Stand aim right 90, offset pose
W1_Stand_Aim_Point_RD45	- Stand aim right and down 45, offset pose
W1_Stand_Aim_Point_RD90	- Stand aim right and down 90, offset pose
W1_Stand_Aim_Point_RU45	- Stand aim right and up 45, offset pose
W1_Stand_Aim_Point_RU90	- Stand aim right and up 90, offset pose
W1_Stand_Aim_Point_U45	- Stand aim up 45, offset pose
W1_Stand_Aim_Point_U90	- Stand aim up 90, offset pose
W1_Stand_Relaxed_Look_Center	- Stand Relaxed look forward, offset pose
W1_Stand_Relaxed_Look_D90	- Stand Relaxed look down 90, offset pose
W1_Stand_Relaxed_Look_L90	- Stand Relaxed look left 90, offset pose
W1_Stand_Relaxed_Look_LD45	- Stand Relaxed look left and down 45, offset pose
W1_Stand_Relaxed_Look_LU45	- Stand Relaxed look left and up 45, offset pose
W1_Stand_Relaxed_Look_R90	- Stand Relaxed look right 90, offset pose
W1_Stand_Relaxed_Look_RD45	- Stand Relaxed look right and down 45, offset pose
W1_Stand_Relaxed_Look_RU45	- Stand Relaxed look right and up 45, offset pose
W1_Stand_Relaxed_Look_U90	- Stand Relaxed look up 90, offset pose
W1_Crouch_Aim_Point_Center	- Crouch aim forward, offset pose
W1_Crouch_Aim_Point_D90	- Crouch aim down 90, offset pose
W1_Crouch_Aim_Point_L90	- Crouch aim left 90, offset pose
W1_Crouch_Aim_Point_LD45	- Crouch aim left and down 45, offset pose
W1_Crouch_Aim_Point_LD90	- Crouch aim left and down 90, offset pose
W1_Crouch_Aim_Point_LU45	- Crouch aim left and up 45, offset pose
W1_Crouch_Aim_Point_LU90	- Crouch aim left and up 90, offset pose
W1_Crouch_Aim_Point_R90	- Crouch aim right 90, offset pose
W1_Crouch_Aim_Point_RD45	- Crouch aim right and down 45, offset pose
W1_Crouch_Aim_Point_RD90	- Crouch aim right and down 90, offset pose
W1_Crouch_Aim_Point_RU45	- Crouch aim right and up 45, offset pose
W1_Crouch_Aim_Point_RU90	- Crouch aim right and up 90, offset pose
W1_Crouch_Aim_Point_U90	- Crouch aim up 90, offset pose
W1_Crouch_Look_Center	- Crouch look forward, offset pose
W1_Crouch_Look_D90	- Crouch look down 90, offset pose
W1_Crouch_Look_L90	- Crouch look left 90, offset pose
W1_Crouch_Look_LD45	- Crouch look left and down 45, offset pose
W1_Crouch_Look_LU45	- Crouch look left and up 45, offset pose
W1_Crouch_Look_R90	- Crouch look right 90, offset pose

PISTOL PRO 2.7A ANIMATION LIST

All Animations Included as Root Motion and In-Place (IPC) (w/Custom Attributes for UE4)

NAME	DESCRIPTION				
W1_Crouch_Look_RD45	- Crouch look right and down 45, offset pose				
W1_Crouch_Look_RU45	- Crouch look right and up 45, offset pose				
W1_Crouch_Look_U90	- Crouch look up 90, offset pose				
FIRE, RELOAD, HOLSTER, SWAPS					
LEGACY					
NW_Stand_Relaxed_Pistol_Idle	- Stand Relaxed with no weapon loop				
W1_Stand_Relaxed_Holster	- Stand Relaxed put slinged Pistol away to back side				
W1_Stand_Relaxed_Unholster	- Get Pistol from back side to Stand Relaxed				
W1_Stand_Aim_Holster	- Stand Aim put Pistol away to back side				
W1_Stand_Aim_Unholster	- Get Pistol from back side to Stand Aim				
NEW					
HOLSTER - Mobility Pack Connections		(@30fps, 3 frames = 0.1 seconds) (Delay = frames/3 x 0.1)	Rifle Holster Frame	Pistol Holster Frame	Rifle Holster Delay - Seconds
W1_Rlx_Equip_Get_From_MOB	- From MOB Stand - Unholster Pistol to Relaxed			11	0.37
W1_Rlx_Equip_Return_To_MOB	- From Relaxed - Holster Pistol to MOB Stand			19	0.63
W1_Aim_Equip_Get_From_MOB	- From MOB Stand - Unholster Pistol to Aim			7	0.23
W1_Aim_Equip_Return_To_MOB	- From Aim - Holster Pistol to MOB Stand			19	0.63
W1_Crouch_Equip_Get_From_MOB	- From MOB Crouch - Unholster Pistol to Crouch			12	0.40
W1_Crouch_Equip_Return_To_MOB	- From Crouch - Holster Pistol to MOB Crouch			22	0.73
W1_Crouch_Aim_Equip_Get_From_MOB	- From MOB Crouch - Unholster Pistol to Crouch Aim			13	0.43
W1_Crouch_Aim_Equip_Return_To_MOB	- From Crouch Aim - Holster Pistol to MOB Crouch			16	0.53
Pistol/Pistol Swaps		(@30fps, 3 frames = 0.1 seconds) (Delay = frames/3 x 0.1)	Rifle Holster Frame	Pistol Holster Frame	Rifle Holster Delay - Seconds
W1_Stand_Aim_Swap_To_W2	- Pistol Stand Aim swap to Pistol Stand Aim		38	23	1.27
W1_Stand_Rlx_Swap_To_W2	- Pistol Stand Relaxed swap to Pistol Stand Relaxed		45	30	1.50
W1_Crouch_Aim_Swap_To_W2	- Pistol Crouch Aim swap to Pistol Crouch Aim		38	23	1.27
W1_Crouch_Rlx_Swap_To_W2	- Pistol Crouch Relaxed swap to Pistol Crouch Relaxed		45	30	1.50
W2_Stand_Aim_Swap_To_W1	- Pistol Stand Aim swap to Pistol Stand Aim		18	33	0.60
W2_Stand_Rlx_Swap_To_W1	- Pistol Stand Relaxed swap to Pistol Stand Relaxed		18	33	0.60
W2_Crouch_Aim_Swap_To_W1	- Pistol Crouch Aim swap to Pistol Crouch Aim		18	33	0.60
W2_Crouch_Rlx_Swap_To_W1	- Pistol Crouch Relaxed swap to Pistol Crouch Relaxed		18	33	0.60
Firing, Reloads					
W1_Stand_Fire_Continuous	- Stand firing continuous loop				
W1_Stand_Fire_Single	- Stand firing single round				
W1_Stand_Fire_Powerful	- Stand firing single round, big recoil				
W1_Stand_Aim_Reload	- Stand Aim reload				
W1_Stand_Relaxed_Reload	- Stand Relaxed reload				
W1_Stand_Aim_Unjam	- Stand Aim unjam				
W1_Stand_Relaxed_Unjam	- Stand Relaxed unjam				
W1_Crouch_Aim_Reload	- Crouch Aim reload				
W1_Crouch_Rlx_Reload	- Crouch Relaxed reload				
W1_Crouch_Fire_Continuous	- Crouch firing continuous loop				
W1_Crouch_Fire_Single	- Crouch firing single round				
W1_Crouch_Fire_Powerful	- Crouch firing single round, big recoil				
WALKS, TURNS, JUMPS, TRANSITIONS					
W1_Walk_Aim_F_Loop	- Walk Aim forward loop				
W1_Walk_Aim_B_Loop	- Walk Aim backward loop				
W1_Walk_Aim_L_Loop	- Walk Aim Strafe left loop				
W1_Walk_Aim_L_BkPd_Loop	- Walk Aim Strafe left Backpedal loop				
W1_Walk_Aim_R_Loop	- Walk Aim Strafe right loop				
W1_Walk_Aim_R_BkPd_Loop	- Walk Aim Strafe right Backpedal loop				
W1_Walk_Aim_BL_BkPd_Loop	- Walk Aim Strafe 135 back and left backpedal loop				
W1_Walk_Aim_BR_BkPd_Loop	- Walk Aim Strafe 135 back and right backpedal loop				
W1_Walk_Aim_FL_Loop	- Walk Aim Strafe 45 forward and left loop				
W1_Walk_Aim_FR_Loop	- Walk Aim Strafe 45 forward and right loop				
W1_Walk_Aim_L_CIR_Loop	- Walk Aim left circle loop				
W1_Walk_Aim_R_CIR_Loop	- Walk Aim right circle loop				
W1_Walk_Aim_F_Jump	- Walk Aim forward jump - Long Un-Edited Motion				
W1_Walk_Aim_F_Jump_LU	- Walk Aim forward jump left foot up				
W1_Walk_Aim_F_Jump_RU	- Walk Aim forward jump right foot up				
W1_Walk_Aim_L_Jump	- Walk Aim Strafe left jump - Long Un-Edited Motion				
W1_Walk_Aim_L_Jump_LU	- Walk Aim Strafe left jump left foot up				
W1_Walk_Aim_L_Jump_RU	- Walk Aim Strafe left jump right foot up				
W1_Walk_Aim_R_Jump	- Walk Aim Strafe right jump - Long Un-Edited Motion				
W1_Walk_Aim_R_Jump_LU	- Walk Aim Strafe right jump left foot up				
W1_Walk_Aim_R_Jump_RU	- Walk Aim Strafe right jump right foot up				
W1_Walk_Aim_B_Jump	- Walk Aim back jump - Long Un-Edited Motion				
W1_Walk_Aim_B_Jump_LU	- Walk Aim back jump left foot up				
W1_Walk_Aim_B_Jump_RU	- Walk Aim back jump right foot up				
W1_Walk_Aim_F_to_Stand_Aim_LU	- Walk Aim Forward, transition left foot up to Stand Aim				

PISTOL PRO 2.7A ANIMATION LIST

All Animations Included as Root Motion and In-Place (IPC) (w/Custom Attributes for UE4)

NAME	DESCRIPTION
W1_Walk_Aim_F_to_Stand_Aim_RU	- Walk Aim Forward, transition right foot up to Stand Aim
W1_Walk_Aim_B_to_Stand_Aim_LU	- Walk Aim Backward, transition left foot up to Stand Aim
W1_Walk_Aim_B_to_Stand_Aim_RU	- Walk Aim Backward, transition right foot up to Stand Aim
W1_Walk_Aim_L_to_Stand_Aim_LU	- Walk Aim Left Strafe, transition left foot up to Stand Aim
W1_Walk_Aim_L_to_Stand_Aim_RU	- Walk Aim Left Strafe, transition right foot up to Stand Aim
W1_Walk_Aim_R_to_Stand_Aim_LU	- Walk Aim Right Strafe, transition left foot up to Stand Aim
W1_Walk_Aim_R_to_Stand_Aim_RU	- Walk Aim Right Strafe, transition right foot up to Stand Aim
W1_Walk_F_Loop	- Walk Relaxed forward loop
W1_Walk_B_Loop	- Walk Relaxed backward loop
W1_Walk_L_Loop	- Walk Relaxed Strafe left loop
W1_Walk_L_BkPd_Loop	- Walk Relaxed Strafe left Backpedal loop
W1_Walk_R_Loop	- Walk Relaxed Strafe right loop
W1_Walk_R_BkPd_Loop	- Walk Relaxed Strafe right Backpedal loop
W1_Walk_BL_BkPd_Loop	- Walk Relaxed Strafe 135 back and left backpedal loop
W1_Walk_BR_BkPd_Loop	- Walk Relaxed Strafe 135 back and right backpedal loop
W1_Walk_FL_Loop	- Walk Relaxed Strafe 45 forward and left loop
W1_Walk_FR_Loop	- Walk Relaxed Strafe 45 forward and right loop
W1_Walk_L_CIR_Loop	- Walk Relaxed left circle loop
W1_Walk_R_CIR_Loop	- Walk Relaxed right circle loop
W1_Walk_F_Jump	- Walk Relaxed forward jump - Long Un-Edited Motion
W1_Walk_F_Jump_LU	- Walk Relaxed forward jump left foot up
W1_Walk_F_Jump_RU	- Walk Relaxed forward jump right foot up
W1_Walk_L_Jump	- Walk Relaxed Strafe left jump - Long Un-Edited Motion
W1_Walk_L_Jump_LU	- Walk Relaxed Strafe left jump left foot up
W1_Walk_L_Jump_RU	- Walk Relaxed Strafe left jump right foot up
W1_Walk_R_Jump	- Walk Relaxed Strafe right jump - Long Un-Edited Motion
W1_Walk_R_Jump_LU	- Walk Relaxed Strafe right jump left foot up
W1_Walk_R_Jump_RU	- Walk Relaxed Strafe right jump right foot up
W1_Walk_B_Jump	- Walk Relaxed backward jump - Long Un-Edited Motion
W1_Walk_B_Jump_LU	- Walk Relaxed backward jump left foot up
W1_Walk_B_Jump_RU	- Walk Relaxed backward jump right foot up
W1_Walk_F_to_Stand_Relaxed_LU	- Walk Forward, transition left foot up to Stand Relaxed
W1_Walk_F_to_Stand_Relaxed_RU	- Walk Forward, transition right foot up to Stand Relaxed
W1_Walk_B_to_Stand_Relaxed_LU	- Walk Backward, transition left foot up to Stand Relaxed
W1_Walk_B_to_Stand_Relaxed_RU	- Walk Backward, transition right foot up to Stand Relaxed
W1_Walk_L_to_Stand_Relaxed_LU	- Walk Left Strafe, transition left foot up to Stand Relaxed
W1_Walk_L_to_Stand_Relaxed_RU	- Walk Left Strafe, transition right foot up to Stand Relaxed
W1_Walk_R_to_Stand_Relaxed_LU	- Walk Right Strafe, transition left foot up to Stand Relaxed
W1_Walk_R_to_Stand_Relaxed_RU	- Walk Right Strafe, transition right foot up to Stand Relaxed

CROUCH, TURNS, CROUCH WALKS, TRANSITION

W1_Crouch_Idle	- Crouch Idle loop
W1_Crouch_L_45	- Crouch in-place turn left 45
W1_Crouch_L_90	- Crouch in-place turn left 90
W1_Crouch_L_135	- Crouch in-place turn left 135
W1_Crouch_L_180	- Crouch in-place turn left 180
W1_Crouch_R_45	- Crouch in-place turn right 45
W1_Crouch_R_90	- Crouch in-place turn right 90
W1_Crouch_R_135	- Crouch in-place turn right 135
W1_Crouch_R_180	- Crouch in-place turn right 180
W1_CrouchWalk_F_Loop	- Crouch Walk forward loop
W1_CrouchWalk_B_Loop	- Crouch Walk backward loop
W1_CrouchWalk_L_Loop	- Crouch Walk Strafe left loop
W1_CrouchWalk_L_BkPd_Loop	- Crouch Walk Strafe left Backpedal loop
W1_CrouchWalk_R_Loop	- Crouch Walk Strafe right loop
W1_CrouchWalk_R_BkPd_Loop	- Crouch Walk Strafe right Backpedal loop
W1_CrouchWalk_BL_BkPd_Loop	- Crouch Walk Strafe 135 back and left backpedal loop
W1_CrouchWalk_BR_BkPd_Loop	- Crouch Walk Strafe 135 back and right backpedal loop
W1_CrouchWalk_FL_Loop	- Crouch Walk Strafe 45 forward and left loop
W1_CrouchWalk_FR_Loop	- Crouch Walk Strafe 45 forward and right loop
W1_CrouchWalk_Aim_F_Loop	- Crouch Walk forward loop
W1_CrouchWalk_Aim_B_Loop	- Crouch Walk backward loop
W1_CrouchWalk_Aim_L_Loop	- Crouch Walk Aim Strafe left loop
W1_CrouchWalk_Aim_L_BkPd_Loop	- Crouch Walk Aim Strafe left Backpedal loop
W1_CrouchWalk_Aim_R_Loop	- Crouch Walk Aim Strafe right loop
W1_CrouchWalk_Aim_R_BkPd_Loop	- Crouch Walk Aim Strafe right Backpedal loop
W1_CrouchWalk_Aim_BL_BkPd_Loop	- Crouch Walk Aim Strafe 135 back and left backpedal loop
W1_CrouchWalk_Aim_BR_BkPd_Loop	- Crouch Walk Aim Strafe 135 back and right backpedal loop
W1_CrouchWalk_Aim_FL_Loop	- Crouch Walk Aim Strafe 45 forward and left loop
W1_CrouchWalk_Aim_FR_Loop	- Crouch Walk Aim Strafe 45 forward and right loop
W1_Crouch_To_Crouch_Aim	- Crouch transition to Crouch Aim
W1_Crouch_Aim_To_Crouch	- Crouch Aim transition to Crouch
W1_Crouch_Aim_Idle	- Crouch Aiming loop
W1_Crouch_Aim_L_135	- Crouch Aim in-place turn left 135
W1_Crouch_Aim_L_180	- Crouch Aim in-place turn left 180
W1_Crouch_Aim_L_45	- Crouch Aim in-place turn left 45

PISTOL PRO 2.7A ANIMATION LIST

All Animations Included as Root Motion and In-Place (IPC) (w/Custom Attributes for UE4)

NAME	DESCRIPTION
W1_Crouch_Aim_L_90	- Crouch Aim in-place turn left 90
W1_Crouch_Aim_R_135	- Crouch Aim in-place turn right 135
W1_Crouch_Aim_R_180	- Crouch Aim in-place turn right 180
W1_Crouch_Aim_R_45	- Crouch Aim in-place turn right 45
W1_Crouch_Aim_R_90	- Crouch Aim in-place turn right 90
W1_Stand_Aim_To_Crouch_Aim	- Stand Aim transition to Crouch Aim
W1_Crouch_Aim_To_Stand_Aim	- Crouch Aim transition to Stand Aim
W1_Crouch_Aim_To_CrouchWalk_Aim_F	- Crouch Aim, transition to CrouchWalk Aim Forward
W1_Crouch_Aim_To_CrouchWalk_Aim_B	- Crouch Aim, transition to CrouchWalk Aim Backward
W1_Crouch_Aim_To_CrouchWalk_Aim_L	- Crouch Aim, transition to CrouchWalk Aim Left Strafe
W1_Crouch_Aim_To_CrouchWalk_Aim_R	- Crouch Aim, transition to CrouchWalk Aim Right Strafe
W1_Crouch_Aim_To_CrouchWalk_Aim_L45_Fwd	- Crouch Aim, turn 45 left to Crouchwalk Aim Forward
W1_Crouch_Aim_To_CrouchWalk_Aim_L90_Fwd	- Crouch Aim, turn 90 left to Crouchwalk Aim Forward
W1_Crouch_Aim_To_CrouchWalk_Aim_L135_Fwd	- Crouch Aim, turn 135 left to Crouchwalk Aim Forward
W1_Crouch_Aim_To_CrouchWalk_Aim_L180_Fwd	- Crouch Aim, turn 180 left to Crouchwalk Aim Forward
W1_Crouch_Aim_To_CrouchWalk_Aim_R45_Fwd	- Crouch Aim, turn 45 right to Crouchwalk Aim Forward
W1_Crouch_Aim_To_CrouchWalk_Aim_R90_Fwd	- Crouch Aim, turn 90 right to Crouchwalk Aim Forward
W1_Crouch_Aim_To_CrouchWalk_Aim_R135_Fwd	- Crouch Aim, turn 135 right to Crouchwalk Aim Forward
W1_Crouch_Aim_To_CrouchWalk_Aim_R180_Fwd	- Crouch Aim, turn 180 right to Crouchwalk Aim Forward
W1_CrouchWalk_Aim_F_to_Crouch_Aim_LU	- Crouch Walk Aim Forward, transition left foot up to Crouch Aim
W1_CrouchWalk_Aim_F_to_Crouch_Aim_RU	- Crouch Walk Aim Forward, transition right foot up to Crouch Aim
W1_CrouchWalk_Aim_B_to_Crouch_Aim_LU	- Crouch Walk Aim Backward, transition left foot up to Crouch Aim
W1_CrouchWalk_Aim_B_to_Crouch_Aim_RU	- Crouch Walk Aim Backward, transition right foot up to Crouch Aim
W1_CrouchWalk_Aim_L_to_Crouch_Aim_LU	- Crouch Walk Aim Left Strafe, transition left foot up to Crouch Aim
W1_CrouchWalk_Aim_L_to_Crouch_Aim_RU	- Crouch Walk Aim Left Strafe, transition right foot up to Crouch Aim
W1_CrouchWalk_Aim_R_to_Crouch_Aim_LU	- Crouch Walk Aim Right Strafe, transition left foot up to Crouch Aim
W1_CrouchWalk_Aim_R_to_Crouch_Aim_RU	- Crouch Walk Aim Right Strafe, transition right foot up to Crouch Aim
W1_Stand_Relaxed_To_Crouch	- Stand Relaxed transition to Crouch
W1_Crouch_To_Stand_Relaxed	- Crouch transition to Stand Relaxed
W1_Crouch_To_CrouchWalk_F	- Crouch, transition to Crouchwalk Forward
W1_Crouch_To_CrouchWalk_B	- Crouch, transition to Crouchwalk Backward
W1_Crouch_To_CrouchWalk_L	- Crouch, transition to Crouchwalk Left Strafe
W1_Crouch_To_CrouchWalk_R	- Crouch, transition to Crouchwalk Right Strafe
W1_Crouch_To_CrouchWalk_L45_Fwd	- Crouch, turn 45 left to Crouchwalk Forward
W1_Crouch_To_CrouchWalk_L90_Fwd	- Crouch, turn 90 left to Crouchwalk Forward
W1_Crouch_To_CrouchWalk_L135_Fwd	- Crouch, turn 135 left to Crouchwalk Forward
W1_Crouch_To_CrouchWalk_L180_Fwd	- Crouch, turn 180 left to Crouchwalk Forward
W1_Crouch_To_CrouchWalk_R45_Fwd	- Crouch, turn 45 right to Crouchwalk Forward
W1_Crouch_To_CrouchWalk_R90_Fwd	- Crouch, turn 90 right to Crouchwalk Forward
W1_Crouch_To_CrouchWalk_R135_Fwd	- Crouch, turn 135 right to Crouchwalk Forward
W1_Crouch_To_CrouchWalk_R180_Fwd	- Crouch, turn 180 right to Crouchwalk Forward
W1_CrouchWalk_F_to_Crouch_LU	- Crouch Walk Forward, transition left foot up to Crouch
W1_CrouchWalk_F_to_Crouch_RU	- Crouch Walk Forward, transition right foot up to Crouch
W1_CrouchWalk_B_to_Crouch_LU	- Crouch Walk Backward, transition left foot up to Crouch
W1_CrouchWalk_B_to_Crouch_RU	- Crouch Walk Backward, transition right foot up to Crouch
W1_CrouchWalk_L_to_Crouch_LU	- Crouch Walk Left Strafe, transition left foot up to Crouch
W1_CrouchWalk_L_to_Crouch_RU	- Crouch Walk Left Strafe, transition right foot up to Crouch
W1_CrouchWalk_R_to_Crouch_LU	- Crouch Walk Right Strafe, transition left foot up to Crouch
W1_CrouchWalk_R_to_Crouch_RU	- Crouch Walk Right Strafe, transition right foot up to Crouch
W1_CrouchWalk_L_CIR_Loop	- Crouch Walk left circle loop
W1_CrouchWalk_R_CIR_Loop	- Crouch Walk right circle loop
W1_CrouchWalk_Aim_L_CIR_Loop	- Crouch Walk Aim left circle loop
W1_CrouchWalk_Aim_R_CIR_Loop	- Crouch Walk Aim right circle loop

JOGS, TURNS, JUMPS, TRANSITIONS

W1_Jog_Aim_F_Loop	- Jog Aim forward loop
W1_Jog_Aim_B_Loop	- Jog Aim backward loop
W1_Jog_Aim_L_Loop	- Jog Aim Strafe left loop
W1_Jog_Aim_L_BkPd_Loop	- Jog Aim Strafe left Backpedal loop
W1_Jog_Aim_R_Loop	- Jog Aim Strafe right loop
W1_Jog_Aim_R_BkPd_Loop	- Jog Aim Strafe right Backpedal loop
W1_Jog_Aim_BL_BkPd_Loop	- Jog Aim Strafe 135 back and left backpedal loop
W1_Jog_Aim_BR_BkPd_Loop	- Jog Aim Strafe 135 back and right backpedal loop
W1_Jog_Aim_FL_Loop	- Jog Aim Strafe 45 forward and left loop
W1_Jog_Aim_FR_Loop	- Jog Aim Strafe 45 forward and right loop
W1_Jog_Aim_L_CIR_Loop	- Jog Aim left circle loop
W1_Jog_Aim_R_CIR_Loop	- Jog Aim right circle loop
W1_Jog_Aim_F_Jump	- Jog Aim forward jump - Long Un-Edited Motion
W1_Jog_Aim_F_Jump_LU	- Jog Aim forward jump left foot up
W1_Jog_Aim_F_Jump_RU	- Jog Aim forward jump right foot up
W1_Jog_Aim_L_Jump	- Jog Aim Strafe left jump - Long Un-Edited Motion
W1_Jog_Aim_L_Jump_LU	- Jog Aim Strafe left jump left foot up
W1_Jog_Aim_L_Jump_RU	- Jog Aim Strafe left jump right foot up
W1_Jog_Aim_R_Jump	- Jog Aim Strafe right jump - Long Un-Edited Motion
W1_Jog_Aim_R_Jump_LU	- Jog Aim Strafe right jump left foot up
W1_Jog_Aim_R_Jump_RU	- Jog Aim Strafe right jump right foot up

PISTOL PRO 2.7A ANIMATION LIST

All Animations Included as Root Motion and In-Place (IPC) (w/Custom Attributes for UE4)

NAME	DESCRIPTION
W1_Jog_Aim_B_to_Stand_Aim_LU	- Jog Aim Backward, transition left foot up to Stand Aim
W1_Jog_Aim_B_to_Stand_Aim_RU	- Jog Aim Backward, transition right foot up to Stand Aim
W1_Jog_Aim_F_to_Stand_Aim_LU	- Jog Aim Forward, transition left foot up to Stand Aim
W1_Jog_Aim_F_to_Stand_Aim_RU	- Jog Aim Forward, transition right foot up to Stand Aim
W1_Jog_Aim_L_to_Stand_Aim_LU	- Jog Aim Left Strafe, transition left foot up to Stand Aim
W1_Jog_Aim_L_to_Stand_Aim_RU	- Jog Aim Left Strafe, transition right foot up to Stand Aim
W1_Jog_Aim_R_to_Stand_Aim_LU	- Jog Aim Right Strafe, transition left foot up to Stand Aim
W1_Jog_Aim_R_to_Stand_Aim_RU	- Jog Aim Right Strafe, transition right foot up to Stand Aim
W1_Jog_F_Loop	- Jog Relaxed forward loop
W1_Jog_B_Loop	- Jog Relaxed backward loop
W1_Jog_L_Loop	- Jog Relaxed Strafe left loop
W1_Jog_L_BkPd_Loop	- Jog Relaxed Strafe left Backpedal loop
W1_Jog_R_Loop	- Jog Relaxed Strafe right loop
W1_Jog_R_BkPd_Loop	- Jog Relaxed Strafe right Backpedal loop
W1_Jog_BL_BkPd_Loop	- Jog Relaxed Strafe 135 back and left backpedal loop
W1_Jog_BR_BkPd_Loop	- Jog Relaxed Strafe 135 back and right backpeda loop
W1_Jog_FL_Loop	- Jog Relaxed Strafe 45 forward and left loop
W1_Jog_FR_Loop	- Jog Relaxed Strafe 45 forward and right loop
W1_Jog_L_CIR_Loop	- Jog Relaxed left circle loop
W1_Jog_R_CIR_Loop	- Jog Relaxed right circle loop
W1_Jog_F_Jump	- Jog Relaxed forward jump - Long Un-Edited Motion
W1_Jog_F_Jump_LU	- Jog Relaxed forward jump left foot up
W1_Jog_F_Jump_RU	- Jog Relaxed forward jump right foot up
W1_Jog_L_Jump	- Jog Relaxed Strafe left jump - Long Un-Edited Motion
W1_Jog_L_Jump_LU	- Jog Relaxed Strafe left jump left foot up
W1_Jog_L_Jump_RU	- Jog Relaxed Strafe left jump right foot up
W1_Jog_R_Jump	- Jog Relaxed Strafe right jump - Long Un-Edited Motion
W1_Jog_R_Jump_LU	- Jog Relaxed Strafe right jump left foot up
W1_Jog_R_Jump_RU	- Jog Relaxed Strafe right jump right foot up
W1_Jog_B_to_Stand_Relaxed	- Jog Relaxed Backward transition to Stand Relaxed
W1_Jog_B_to_Stand_Relaxed_LU	- Jog Relaxed Backward, transition left foot up to Stand Relaxed
W1_Jog_B_to_Stand_Relaxed_RU	- Jog Relaxed Backward, transition right foot up to Stand Relaxed
W1_Jog_F_to_Stand_Relaxed	- Jog Relaxed Forward, transition to Stand Relaxed
W1_Jog_F_to_Stand_Relaxed_LU	- Jog Relaxed Forward, transition left foot up to Stand Relaxed
W1_Jog_F_to_Stand_Relaxed_RU	- Jog Relaxed Forward, transition right foot up to Stand Relaxed
W1_Jog_L_to_Stand_Relaxed	- Jog Relaxed Left Strafe, transition to Stand Relaxed
W1_Jog_L_to_Stand_Relaxed_LU	- Jog Relaxed Left Strafe, transition left foot up to Stand Relaxed
W1_Jog_L_to_Stand_Relaxed_RU	- Jog Relaxed Left Strafe, transition right foot up to Stand Relaxed
W1_Jog_R_to_Stand_Relaxed	- Jog Relaxed Right Strafe, transition to Stand Relaxed
W1_Jog_R_to_Stand_Relaxed_LU	- Jog Relaxed Right Strafe, transition left foot up to Stand Relaxed
W1_Jog_R_to_Stand_Relaxed_RU	- Jog Relaxed Right Strafe, transition right foot up to Stand Relaxed
RUNS, TURNS, JUMPS, TRANSITIONS	
W1_Run_F_Loop	- Run forward loop
W1_Run_L_Loop	- Run Strafe left loop
W1_Run_R_Loop	- Run Strafe right loop
W1_Run_FL_Loop	- Run Strafe 45 forward and left loop
W1_Run_FR_Loop	- Run Strafe 45 forward and right loop
W1_Run_L_CIR_Loop	- Run left circle loop
W1_Run_R_CIR_Loop	- Run right circle loop
W1_Run_F_Jump	- Run forward jump - Long Un-Edited Motion
W1_Run_F_Jump_LU	- Run forward jump left foot up
W1_Run_F_Jump_RU	- Run forward jump right foot up
W1_Run_F_to_Stand_Relaxed	- Run Forward, transition to Stand Relaxed - Long Un-Edited Motion
W1_Run_F_to_Stand_Relaxed_LU	- Run Forward, transition left foot up to Stand Relaxed
W1_Run_F_to_Stand_Relaxed_RU	- Run Forward, transition right foot up to Stand Relaxed
W1_Run_L_to_Stand_Relaxed	- Run Left Strafe, transition to Stand Relaxed - Long Un-Edited Motion
W1_Run_L_to_Stand_Relaxed_LU	- Run Left Strafe, transition left foot up to Stand Relaxed
W1_Run_L_to_Stand_Relaxed_RU	- Run Left Strafe, transition right foot up to Stand Relaxed
W1_Run_R_to_Stand_Relaxed	- Run Right Strafe, transition to Stand Relaxed - Long Un-Edited Motion
W1_Run_R_to_Stand_Relaxed_LU	- Run Right Strafe, transition left foot up to Stand Relaxed
W1_Run_R_to_Stand_Relaxed_RU	- Run Right Strafe, transition right foot up to Stand Relaxed
W1_Run_L_Jump_LU	- Run left jump left foot up
W1_Run_L_Jump_RU	- Run left jump right foot up
W1_Run_R_Jump_LU	- Run right jump left foot up
W1_Run_R_Jump_RU	- Run right jump right foot up
SPLIT JUMPS	
W1_Jog_Aim_F_Jump_LU_Start_IPC	- Left Up Jump Start
W1_Jog_Aim_F_Jump_LU_Air_IPC	- Loop while in Air
W1_Jog_Aim_F_Jump_LU_End_IPC	- Left Up Jump Landing
W1_Jog_Aim_F_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Jog_Aim_F_Jump_RU_Air_IPC	- Loop while in Air
W1_Jog_Aim_F_Jump_RU_End_IPC	- Right Up Jump Landing
W1_Jog_Aim_L_Jump_LU_Start_IPC	- Left Up Jump Start
W1_Jog_Aim_L_Jump_LU_Air_IPC	- Loop while in Air

PISTOL PRO 2.7A ANIMATION LIST

All Animations Included as Root Motion and In-Place (IPC) (w/Custom Attributes for UE4)

NAME	DESCRIPTION
W1_Jog_Aim_L_Jump_LU_End_IPC	- Left Up Jump Landing
W1_Jog_Aim_L_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Jog_Aim_L_Jump_RU_Air_IPC	- Loop while in Air
W1_Jog_Aim_L_Jump_RU_End_IPC	- Right Up Jump Landing
W1_Jog_Aim_R_Jump_LU_Start_IPC	- Left Up Jump Start
W1_Jog_Aim_R_Jump_LU_Air_IPC	- Loop while in Air
W1_Jog_Aim_R_Jump_LU_End_IPC	- Left Up Jump Landing
W1_Jog_Aim_R_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Jog_Aim_R_Jump_RU_Air_IPC	- Loop while in Air
W1_Jog_Aim_R_Jump_RU_End_IPC	- Right Up Jump Landing
W1_Jog_F_Jump_LU_Start_IPC	- Left Up Jump Start
W1_Jog_F_Jump_LU_Air_IPC	- Loop while in Air
W1_Jog_F_Jump_LU_End_IPC	- Left Up Jump Landing
W1_Jog_F_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Jog_F_Jump_RU_Air_IPC	- Loop while in Air
W1_Jog_F_Jump_RU_End_IPC	- Right Up Jump Landing
W1_Jog_L_Jump_LU_Start_IPC	- Left Up Jump Start
W1_Jog_L_Jump_LU_Air_IPC	- Loop while in Air
W1_Jog_L_Jump_LU_End_IPC	- Left Up Jump Landing
W1_Jog_L_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Jog_L_Jump_RU_Air_IPC	- Loop while in Air
W1_Jog_L_Jump_RU_End_IPC	- Right Up Jump Landing
W1_Jog_R_Jump_LU_Start_IPC	- Left Up Jump Start
W1_Jog_R_Jump_LU_Air_IPC	- Loop while in Air
W1_Jog_R_Jump_LU_End_IPC	- Left Up Jump Landing
W1_Jog_R_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Jog_R_Jump_RU_Air_IPC	- Loop while in Air
W1_Jog_R_Jump_RU_End_IPC	- Right Up Jump Landing
W1_Run_F_Jump_LU_Start_IPC	- Left Up Jump Start
W1_Run_F_Jump_LU_Air_IPC	- Loop while in Air
W1_Run_F_Jump_LU_End_IPC	- Left Up Jump Landing
W1_Run_F_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Run_F_Jump_RU_Air_IPC	- Loop while in Air
W1_Run_F_Jump_RU_End_IPC	- Right Up Jump Landing
W1_Run_L_Jump_LU_Start_IPC	- Left Up Jump Start
W1_Run_L_Jump_LU_Air_IPC	- Loop while in Air
W1_Run_L_Jump_LU_End_IPC	- Left Up Jump Landing
W1_Run_L_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Run_L_Jump_RU_Air_IPC	- Loop while in Air
W1_Run_L_Jump_RU_End_IPC	- Right Up Jump Landing
W1_Run_R_Jump_LU_Start_IPC	- Left Up Jump Start
W1_Run_R_Jump_LU_Air_IPC	- Loop while in Air
W1_Run_R_Jump_LU_End_IPC	- Left Up Jump Landing
W1_Run_R_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Run_R_Jump_RU_Air_IPC	- Loop while in Air
W1_Run_R_Jump_RU_End_IPC	- Right Up Jump Landing
W1_Stand_Aim_Jump_Start_IPC	- Jump Start
W1_Stand_Aim_Jump_Air_IPC	- Loop while in Air
W1_Stand_Aim_Jump_End_IPC	- Jump Landing
W1_Stand_Relaxed_Jump_Start_IPC	- Jump Start
W1_Stand_Relaxed_Jump_Air_IPC	- Loop while in Air
W1_Stand_Relaxed_Jump_End_IPC	- Jump Landing
W1_Walk_Aim_B_Jump_LU_Start_IPC	- Left Up Jump Start
W1_Walk_Aim_B_Jump_LU_Air_IPC	- Loop while in Air
W1_Walk_Aim_B_Jump_LU_End_IPC	- Left Up Jump Landing
W1_Walk_Aim_B_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Walk_Aim_B_Jump_RU_Air_IPC	- Loop while in Air
W1_Walk_Aim_B_Jump_RU_End_IPC	- Right Up Jump Landing
W1_Walk_Aim_F_Jump_LU_Start_IPC	- Left Up Jump Start
W1_Walk_Aim_F_Jump_LU_Air_IPC	- Loop while in Air
W1_Walk_Aim_F_Jump_LU_End_IPC	- Left Up Jump Landing
W1_Walk_Aim_F_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Walk_Aim_F_Jump_RU_Air_IPC	- Loop while in Air
W1_Walk_Aim_F_Jump_RU_End_IPC	- Right Up Jump Landing
W1_Walk_Aim_L_Jump_LU_Start_IPC	- Left Up Jump Start
W1_Walk_Aim_L_Jump_LU_Air_IPC	- Loop while in Air
W1_Walk_Aim_L_Jump_LU_End_IPC	- Left Up Jump Landing
W1_Walk_Aim_L_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Walk_Aim_L_Jump_RU_Air_IPC	- Loop while in Air
W1_Walk_Aim_L_Jump_RU_End_IPC	- Right Up Jump Landing
W1_Walk_Aim_R_Jump_LU_Start_IPC	- Left Up Jump Start
W1_Walk_Aim_R_Jump_LU_Air_IPC	- Loop while in Air
W1_Walk_Aim_R_Jump_LU_End_IPC	- Left Up Jump Landing
W1_Walk_Aim_R_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Walk_Aim_R_Jump_RU_Air_IPC	- Loop while in Air
W1_Walk_Aim_R_Jump_RU_End_IPC	- Right Up Jump Landing
W1_Walk_B_Jump_LU_Start_IPC	- Left Up Jump Start

PISTOL PRO 2.7A ANIMATION LIST

All Animations Included as Root Motion and In-Place (IPC) (w/Custom Attributes for UE4)

NAME	DESCRIPTION
W1_Walk_B_Jump_LU_Air_IPC	- Loop while in Air
W1_Walk_B_Jump_LU_End_IPC	- Left Up Jump Landing
W1_Walk_B_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Walk_B_Jump_RU_Air_IPC	- Loop while in Air
W1_Walk_B_Jump_RU_End_IPC	- Right Up Jump Landing
W1_Walk_F_Jump_LU_Start_IPC	- Left Up Jump Start
W1_Walk_F_Jump_LU_Air_IPC	- Loop while in Air
W1_Walk_F_Jump_LU_End_IPC	- Left Up Jump Landing
W1_Walk_F_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Walk_F_Jump_RU_Air_IPC	- Loop while in Air
W1_Walk_F_Jump_RU_End_IPC	- Right Up Jump Landing
W1_Walk_L_Jump_LU_Start_IPC	- Left Up Jump Start
W1_Walk_L_Jump_LU_Air_IPC	- Loop while in Air
W1_Walk_L_Jump_LU_End_IPC	- Left Up Jump Landing
W1_Walk_L_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Walk_L_Jump_RU_Air_IPC	- Loop while in Air
W1_Walk_L_Jump_RU_End_IPC	- Right Up Jump Landing
W1_Walk_R_Jump_LU_Start_IPC	- Left Up Jump Start
W1_Walk_R_Jump_LU_Air_IPC	- Loop while in Air
W1_Walk_R_Jump_LU_End_IPC	- Left Up Jump Landing
W1_Walk_R_Jump_RU_Start_IPC	- Right Up Jump Start
W1_Walk_R_Jump_RU_Air_IPC	- Loop while in Air
W1_Walk_R_Jump_RU_End_IPC	- Right Up Jump Landing
528	

MOCAP ONLINE / MOTUS DIGITAL

www.MocapOnline.com

Mocap@MotusDigital.com