MOBILITY PRO 2.7B - ANIMATION LIST

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

NAME		DESCRIPTION
STANDS, TURNS, HOPS, JUMP, FIDGETS, TRANSITIONS		
Stand_Relaxed_Idle	-	Stand Relaxed loop
Stand_Relaxed_Idle_v2	-	Stand Relaxed, more motion, loop
Stand_Rlx_Turn_In_Place_L_Loop	-	Stand Relaxed in-place turn left 45 Loop
Stand_Rlx_Turn_In_Place_R_Loop	-	Stand Relaxed in-place turn right 45 Loop
Stand_Relaxed_L_45	-	Stand Relaxed in-place turn left 45
Stand_Relaxed_L_90	-	Stand Relaxed in-place turn left 90
Stand_Relaxed_L_135	-	Stand Relaxed in-place turn left 135
Stand_Relaxed_L_180	-	Stand Relaxed in-place turn left 180
Stand_Relaxed_R_45	-	Stand Relaxed in-place turn right 45
Stand_Relaxed_R_90	-	Stand Relaxed in-place turn right 90
Stand_Relaxed_R_135	-	Stand Relaxed in-place turn right 135
Stand_Relaxed_R_180	-	Stand Relaxed in-place turn right 180
Stand_Relaxed_Jump	-	Stand Relaxed jump in-place
Stand_Relaxed_Jump_F	-	Stand Relaxed jump forward
Stand_Relaxed_Jump_B	-	Stand Relaxed jump backward
Stand_Relaxed_Jump_L	-	Stand Relaxed jump left
Stand_Relaxed_Jump_R	-	Stand Relaxed jump right
Stand_Relaxed_Hop	-	Stand Relaxed hop in-place
Stand_Relaxed_Hop_F	-	Stand Relaxed hop forward
Stand_Relaxed_Hop_B	-	Stand Relaxed hop backward
Stand_Relaxed_Hop_L	-	Stand Relaxed hop left
Stand_Relaxed_Hop_R	-	Stand Relaxed hop right
Stand_Relaxed_Fgt_v1	-	Stand Relaxed waiting
Stand_Relaxed_Fgt_v2	-	Stand Relaxed waiting
Stand_Relaxed_Fgt_v3	-	Stand Relaxed waiting
Stand_Relaxed_Fgt_v4	-	Stand Relaxed waiting
Stand_Relaxed_Conv_v1	-	Stand Relaxed conversation
Stand_Relaxed_Conv_v2	-	Stand Relaxed conversation
Stand_Relaxed_Conv_v3	-	Stand Relaxed conversation
Stand_Relaxed_Conv_v4	-	Stand Relaxed conversation
Stand_Relaxed_Death_B	-	Stand Relaxed death fall backward
Stand_Relaxed_Death_F	-	Stand Relaxed death fall forwards
Stand_Relaxed_Death_L	-	Stand Relaxed death fall left
Stand_Relaxed_Death_R	-	Stand Relaxed death fall right
Stand_Relaxed_To_Walk_L45_Fwd	-	Stand relax to turn left at 45 degrees and walk forward
Stand_Relaxed_To_Walk_L90_Fwd	-	Stand relax to turn left at 90 degrees and walk forward
Stand_Relaxed_To_Walk_L135_Fwd	-	Stand relax to turn left at 135 degrees and walk forward
Stand_Relaxed_To_Walk_L180_Fwd	-	Stand relax to turn left at 180 degrees and walk forward
Stand_Relaxed_To_Walk_R45_Fwd	-	Stand relax to turn right at 45 degrees and walk forward
Stand_Relaxed_To_Walk_R90_Fwd	-	Stand relax to turn right at 90 degrees and walk forward
Stand_Relaxed_To_Walk_R135_Fwd	-	Stand relax to turn right at 135 degrees and walk forward
Stand_Relaxed_To_Walk_R180_Fwd	-	Stand relax to turn right at 180 degrees and walk forward
Stand_Relaxed_To_Jog_L45_Fwd	-	Stand relax to turn left at 45 degrees and jog forward
Stand_Relaxed_To_Jog_L90_Fwd	-	Stand relax to turn left at 90 degrees and jog forward
Stand_Relaxed_To_Jog_L135_Fwd	-	Stand relax to turn left at 135 degrees and jog forward
Stand_Relaxed_To_Jog_L180_Fwd	-	Stand relax to turn left at 180 degrees and jog forward
Stand_Relaxed_To_Jog_R45_Fwd	-	Stand relax to turn right at 45 degrees and jog forward
Stand_Relaxed_To_Jog_R90_Fwd	-	Stand relax to turn right at 90 degrees and jog forward
Stand_Relaxed_To_Jog_R135_Fwd	-	Stand relax to turn right at 135 degrees and jog forward
Stand_Relaxed_To_Jog_R180_Fwd	-	Stand relax to turn right at 180 degrees and jog forward
Stand_Relaxed_To_Run_L45_Fwd	-	Stand relax to turn left at 45 degrees and run forward
Stand_Relaxed_To_Run_L90_Fwd	-	Stand relax to turn left at 90 degrees and run forward
Stand_Relaxed_To_Run_L135_Fwd	-	Stand relax to turn left at 135 degrees and run forward
Stand_Relaxed_To_Run_L180_Fwd	-	Stand relax to turn left at 180 degrees and run forward

MOBILITY PRO 2.7B - ANIMATION LIST

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

NAME		DESCRIPTION
Stand_Relaxed_To_Run_R45_Fwd	-	Stand relax to turn right at 45 degrees and run forward
Stand_Relaxed_To_Run_R90_Fwd	-	Stand relax to turn right at 90 degrees and run forward
Stand_Relaxed_To_Run_R135_Fwd	-	Stand relax to turn right at 135 degrees and run forward
Stand_Relaxed_To_Run_R180_Fwd	-	Stand relax to turn right at 180 degrees and run forward
Stand_Relaxed_To_Run_F	-	Stand Relaxed to Run Forward
Stand_Relaxed_To_Run_L	-	Stand Relaxed to Run Left strafe
Stand_Relaxed_To_Run_R	-	Stand Relaxed to Run Right strafe
Stand_Relaxed_To_Crouch	-	Stand Relaxed to Crouch
Stand_Relaxed_To_Walk_F	-	Stand Relaxed to Walk Forward
Stand_Relaxed_To_Walk_B	-	Stand Relaxed to Walk Backward
Stand_Relaxed_To_Walk_L	-	Stand Relaxed to Walk Left strafe
Stand_Relaxed_To_Walk_R	-	Stand Relaxed to Walk Right strafe
Stand_Relaxed_To_Jog_F	-	Stand to Jog Forward
Stand_Relaxed_To_Jog_L	-	Stand to Jog Left strafe
Stand_Relaxed_To_Jog_R	-	Stand to Jog Right strafe
Stand_Relaxed_To_Jog_B	-	Stand to Jog Backward
AIM OFFSETS		
Stand_Relaxed_Look_Center	-	Stand Relaxed look forward, aim offset pose
Stand_Relaxed_Look_D90	-	Stand Relaxed look down 90, aim offset pose
Stand_Relaxed_Look_L90	-	Stand Relaxed look left 90, aim offset pose
Stand_Relaxed_Look_LD45	-	Stand Relaxed look left and down 45, aim offset pose
Stand_Relaxed_Look_LU45	-	Stand Relaxed look left and up 45, aim offset pose
Stand_Relaxed_Look_R90	-	Stand Relaxed look right 90, aim offset pose
Stand_Relaxed_Look_RD45	-	Stand Relaxed look right and down 45, aim offset pose
Stand_Relaxed_Look_RU45	-	Stand Relaxed look right and up 45, aim offset pose
Stand_Relaxed_Look_U90	-	Stand Relaxed look up 90, aim offset pose
Crouch_Look_Center	-	Crouch look forward, aim offset pose
Crouch_Look_D90	-	Crouch look down 90, aim offset pose
Crouch_Look_L90	-	Crouch look left 90, aim offset pose
Crouch_Look_LD45	-	Crouch look left and down 45, aim offset pose
Crouch_Look_LU45	-	Crouch look left and up 45, aim offset pose
Crouch_Look_R90	-	Crouch look right 90, aim offset pose
Crouch_Look_RD45	-	Crouch look right and down 45, aim offset pose
Crouch_Look_RU45	-	Crouch look right and up 45, aim offset pose
Crouch_Look_U90	-	Crouch look up 90, aim offset pose
WALKS, TURNS, JUMPS, TRANSITIONS		
Walk_F_Loop	-	Walk Forward loop
Walk_B_Loop	-	Walk Backward loop
Walk_L_Loop	-	Walk Left Strafe loop
Walk_R_Loop	-	Walk Right Strafe loop
Walk_L_BkPd_Loop	-	Walk Left Strafe Backpedal loop
Walk_R_BkPd_Loop	-	Walk Right Strafe Backpedal loop
Walk_BL_BkPd_Loop	-	Walk Strafe 135 back and left backpedal loop
Walk_BR_BkPd_Loop	-	Walk Strafe 135 back and right backpedal loop
Walk_FL_Loop	-	Walk Strafe 45 forward and left loop
Walk_FR_Loop	-	Walk Strafe 45 forward and right loop
Walk_L_CIR_Loop	-	Walk Left Circle
Walk_R_CIR_Loop	-	Walk Right Circle
Walk_L_90	-	Walk Forward, turn left 90
Walk_R_90	-	Walk Forward, turn right 90
Walk_L_180	-	Walk Forward, turn left 180
Walk_R_180	-	Walk Forward, turn right 180
Walk_F_Jump	-	Walk Forward jump
Walk_F_Jump_LU	-	Walk Forward jump left foot up, end is frame 18 of Walk_F cycle
Walk_F_Jump_RU	-	Walk Forward jump right foot up, end is frame 0 of Walk_F cycle

MOBILITY PRO 2.7B - ANIMATION LIST

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

NAME		DESCRIPTION
Walk_L_Jump	-	Walk Left Strafe jump
Walk_L_Jump_LU	-	Walk Left Strafe jump left foot up, end is frame 18 of Walk_L cycle
Walk_L_Jump_RU	-	Walk Left Strafe jump right foot up, end is frame 0 of Walk_L cycle
Walk_R_Jump	-	Walk Right Strafe jump
Walk_R_Jump_LU	-	Walk Right Strafe jump left foot up, end is frame 18 of Walk_R cycle
Walk_R_Jump_RU	-	Walk Right Strafe jump right foot up, end is frame 0 of Walk_R cycle
Walk_B_Jump	-	Walk Backward jump
Walk_B_Jump_LU	-	Walk Forward jump left foot up, end is frame 18 of Walk_B cycle
Walk_B_Jump_RU	-	Walk Backward jump right foot up, end is frame 0 of Walk_B cycle
Walk_F_To_Stand_Relaxed	-	Walk Forward, transition to Stand Relaxed, long version
Walk_F_To_Stand_Relaxed_LU	-	Walk Forward, transition left foot up to Stand Relaxed
Walk_F_To_Stand_Relaxed_RU	-	Walk Forward, transition right foot up to Stand Relaxed
Walk_B_To_Stand_Relaxed	-	Walk Backward transition to Stand Relaxed, long version
Walk_B_To_Stand_Relaxed_LU	-	Walk Backward, transition left foot up to Stand Relaxed
Walk_B_To_Stand_Relaxed_RU	-	Walk Backward, transition right foot up to Stand Relaxed
Walk_L_To_Stand_Relaxed	-	Walk Left Strafe, transition to Stand Relaxed, long version
Walk_L_To_Stand_Relaxed_LU	-	Walk Left Strafe, transition left foot up to Stand Relaxed
Walk_L_To_Stand_Relaxed_RU	-	Walk Left Strafe, transition right foot up to Stand Relaxed
Walk_R_To_Stand_Relaxed	-	Walk Right Strafe, transition to Stand Relaxed, long version
Walk_R_To_Stand_Relaxed_LU	-	Walk Right Strafe, transition left foot up to Stand Relaxed
Walk_R_To_Stand_Relaxed_RU	-	Walk Right Strafe, transition right foot up to Stand Relaxed

CROUCH, TURNS, CROUCH WALKS, TRANSITION

NAME		DESCRIPTION
Crouch_Idle	-	Crouch loop
Crouch_Idle_V2	-	Crouch, more motion, loop
Crouch_Rlx_Turn_In_Place_L_Loop	-	Crouch in-place turn left 45 Loop
Crouch_Rlx_Turn_In_Place_R_Loop	-	Crouch in-place turn left 90 Loop
Crouch_L_45	-	Crouch in-place turn left 45
Crouch_L_90	-	Crouch in-place turn left 90
Crouch_L_135	-	Crouch in-place turn left 135
Crouch_L_180	-	Crouch in-place turn left 180
Crouch_R_45	-	Crouch in-place turn right 45
Crouch_R_90	-	Crouch in-place turn right 90
Crouch_R_135	-	Crouch in-place turn right 135
Crouch_R_180	-	Crouch in-place turn right 180
CrouchWalk_F_Loop	-	CrouchWalk Forward loop
CrouchWalk_B_Loop	-	CrouchWalk Backward loop
CrouchWalk_L_Loop	-	CrouchWalk Left loop
CrouchWalk_R_Loop	-	CrouchWalk Right loop
CrouchWalk_L_BkPd_Loop	-	CrouchWalk Left Backpedal loop
CrouchWalk_L_CIR_Loop	-	CrouchWalk Left Circle
CrouchWalk_R_CIR_Loop	-	CrouchWalk Right Circle
CrouchWalk_R_BkPd_Loop	-	CrouchWalk Right Backpedal loop
CrouchWalk_BL_BkPd_Loop	-	CrouchWalk Strafe 135 back and left backpedal loop
CrouchWalk_BR_BkPd_Loop	-	CrouchWalk Strafe 135 back and right backpedal loop
CrouchWalk_FL_Loop	-	CrouchWalk Strafe 45 forward and left loop
CrouchWalk_FR_Loop	-	CrouchWalk Strafe 45 forward and right loop
Crouch_To_Stand_Relaxed	-	Crouch to Stand Relaxed
Crouch_To_CrouchWalk_F	-	Crouch, transition to Crouchwalk Forward
Crouch_To_CrouchWalk_B	-	Crouch, transition to Crouchwalk Backward
Crouch_To_CrouchWalk_L	-	Crouch, transition to Crouchwalk Left Strafe
Crouch_To_CrouchWalk_R	-	Crouch, transition to Crouchwalk Right Strafe
CrouchWalk_F_To_Crouch	-	Crouchwalk Forward, transition to Crouch, long version
CrouchWalk_F_To_Crouch_LU	-	Crouchwalk Forward, transition left foot up to Crouch
CrouchWalk_F_To_Crouch_RU	-	Crouchwalk Forward, transition right foot up to Crouch
CrouchWalk_B_To_Crouch	-	Crouchwalk Backward transition to Crouch, long version

MOBILITY PRO 2.7B - ANIMATION LIST

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

NAME		DESCRIPTION
CrouchWalk_B_To_Crouch_LU	-	Crouchwalk Backward, transition left foot up to Crouch
CrouchWalk_B_To_Crouch_RU	-	Crouchwalk Backward, transition right foot up to Crouch
CrouchWalk_L_To_Crouch	-	Crouchwalk Left Strafe, transition to Crouch, long version
CrouchWalk_L_To_Crouch_LU	-	Crouchwalk Left Strafe, transition left foot up to Crouch
CrouchWalk_L_To_Crouch_RU	-	Crouchwalk Left Strafe, transition right foot up to Crouch
CrouchWalk_R_To_Crouch	-	Crouchwalk Right Strafe, transition to Crouch, long version
CrouchWalk_R_To_Crouch_LU	-	Crouchwalk Right Strafe, transition left foot up to Crouch
CrouchWalk_R_To_Crouch_RU	-	Crouchwalk Right Strafe, transition right foot up to Crouch
Crouch_To_CrouchWalk_L45_Fwd	-	Crouch to turn left 45 degree and CrouchWalk forward
Crouch_To_CrouchWalk_L90_Fwd	-	Crouch to turn left 90 degree and CrouchWalk forward
Crouch_To_CrouchWalk_L135_Fwd	-	Crouch to turn left 135 degree and CrouchWalk forward
Crouch_To_CrouchWalk_L180_Fwd	-	Crouch to turn left 180 degree and CrouchWalk forward
Crouch_To_CrouchWalk_R45_Fwd	-	Crouch to turn right 45 degree and CrouchWalk forward
Crouch_To_CrouchWalk_R90_Fwd	-	Crouch to turn right 90 degree and CrouchWalk forward
Crouch_To_CrouchWalk_R135_Fwd	-	Crouch to turn right 135 degree and CrouchWalk forward
Crouch_To_CrouchWalk_R180_Fwd	-	Crouch to turn right 180 degree and CrouchWalk forward

JOGS, TURNS, JUMPS, TRANSITIONS

NAME		DESCRIPTION
Jog_F_Loop	-	Jog Forward loop
Jog_B_Loop	-	Jog Backward loop
Jog_L_Loop	-	Jog Left Strafe loop
Jog_R_Loop	-	Jog Right Strafe loop
Jog_L_BkPd_Loop	-	Jog Left Strafe Backpedal loop
Jog_R_BkPd_Loop	-	Jog Right Strafe Backpedal loop
Jog_BL_BkPd_Loop	-	Jog Strafe 135 back and left backpedal loop
Jog_BR_BkPd_Loop	-	Jog Strafe 135 back and right backpedal loop
Jog_FL_Loop	-	Jog Strafe 45 forward and left loop
Jog_FR_Loop	-	Jog Strafe 45 forward and right loop
Jog_L_CIR_Loop	-	Jog Left Circle
Jog_R_CIR_Loop	-	Jog Right Circle
Jog_L_90	-	Jog Forward, turn left 90
Jog_R_90	-	Jog Forward, turn right 90
Jog_L_180	-	Jog Forward, turn left 180
Jog_R_180	-	Jog Forward, turn right 180
Jog_F_Jump	-	Jog Forward jump
Jog_F_Jump_LU	-	Jog Forward jump left foot up, end is frame 11 of Jog_F cycle
Jog_F_Jump_RU	-	Jog Forward jump right foot up, end is frame 0 of Jog_F cycle
Jog_L_Jump	-	Jog Left Strafe jump
Jog_L_Jump_LU	-	Jog Left Strafe jump left foot up, end is frame 12 of Jog_L cycle
Jog_L_Jump_RU	-	Jog Left Strafe jump right foot up, end is frame 0 of Jog_L cycle
Jog_R_Jump	-	Jog Right Strafe jump
Jog_R_Jump_LU	-	Jog Right Strafe jump left foot up, end is frame 12 of Jog_R cycle
Jog_R_Jump_RU	-	Jog Right Strafe jump right foot up, end is frame 0 of Jog_R cycle
Jog_F_To_Stand_Relaxed	-	Jog Forward, transition to Stand Relaxed, long version
Jog_F_To_Stand_Relaxed_LU	-	Jog Forward, transition left foot up to Stand Relaxed
Jog_F_To_Stand_Relaxed_RU	-	Jog Forward, transition right foot up to Stand Relaxed
Jog_B_To_Stand_Relaxed	-	Jog Backward transition to Stand Relaxed, long version
Jog_B_To_Stand_Relaxed_LU	-	Jog Backward, transition left foot up to Stand Relaxed
Jog_B_To_Stand_Relaxed_RU	-	Jog Backward, transition right foot up to Stand Relaxed
Jog_L_To_Stand_Relaxed	-	Jog Left Strafe, transition to Stand Relaxed, long version
Jog_L_To_Stand_Relaxed_LU	-	Jog Left Strafe, transition left foot up to Stand Relaxed
Jog_L_To_Stand_Relaxed_RU	-	Jog Left Strafe, transition right foot up to Stand Relaxed
Jog_R_To_Stand_Relaxed	-	Jog Right Strafe, transition to Stand Relaxed, long version
Jog_R_To_Stand_Relaxed_LU	-	Jog Right Strafe, transition left foot up to Stand Relaxed
Jog_R_To_Stand_Relaxed_RU	-	Jog Right Strafe, transition right foot up to Stand Relaxed

MOBILITY PRO 2.7B - ANIMATION LIST

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

NAME		DESCRIPTION

RUNS, TURNS, JUMPS, TRANSITIONS

NAME		DESCRIPTION
Run_F_Loop	-	Run Forward loop
Run_L_Loop	-	Run Left Strafe loop
Run_R_Loop	-	Run Right Strafe loop
Run_L_CIR_Loop	-	Run Left Circle
Run_R_CIR_Loop	-	Run Right Circle
Run_L_90	-	Run Forward, turn left 90
Run_R_90	-	Run Forward, turn right 90
Run_L_180	-	Run Forward, turn left 180
Run_R_180	-	Run Forward, turn right 180
Run_F_Jump	-	Run Forward jump
Run_F_Jump_LU	-	Run Forward jump left foot up, end is frame 9 of Run_F cycle
Run_F_Jump_RU	-	Run Forward jump right foot up
Run_L_Jump_LU	-	Run Left, jump left foot up
Run_L_Jump_RU	-	Run Left, jump right foot up
Run_R_Jump_LU	-	Run Right, jump left foot up
Run_R_Jump_RU	-	Run Right, jump right foot up
Run_FL_Loop	-	Run Strafe 45 forward and left loop
Run_FR_Loop	-	Run Strafe 45 forward and right loop
Run_F_To_Stand_Relaxed	-	Run Forward, transition to Stand Relaxed
Run_F_To_Stand_Relaxed_LU	-	Run Forward, transition left foot up to Stand Relaxed
Run_F_To_Stand_Relaxed_RU	-	Run Forward, transition right foot up to Stand Relaxed
Run_L_To_Stand_Relaxed	-	Run Left Strafe, transition to Stand Relaxed, long version
Run_L_To_Stand_Relaxed_LU	-	Run Left Strafe, transition left foot up to Stand Relaxed
Run_L_To_Stand_Relaxed_RU	-	Run Left Strafe, transition right foot up to Stand Relaxed
Run_R_To_Stand_Relaxed	-	Run Right Strafe, transition to Stand Relaxed, long version
Run_R_To_Stand_Relaxed_LU	-	Run Right Strafe, transition left foot up to Stand Relaxed
Run_R_To_Stand_Relaxed_RU	-	Run Right Strafe, transition right foot up to Stand Relaxed

SPLIT JUMPS

NAME		DESCRIPTION
Jog_F_Jump_LU_Start_IPC	-	Left Up Jump Start
Jog_F_Jump_LU_Air_IPC	-	Loop while in Air
Jog_F_Jump_LU_Land_IPC	-	Left Up Jump Landing
Jog_F_Jump_RU_Start_IPC	-	Right Up Jump Start
Jog_F_Jump_RU_Air_IPC	-	Loop while in Air
Jog_F_Jump_RU_Land_IPC	-	Right Up Jump Landing
Jog_L_Jump_LU_Start_IPC	-	Left Up Jump Start
Jog_L_Jump_LU_Air_IPC	-	Loop while in Air
Jog_L_Jump_LU_Land_IPC	-	Left Up Jump Landing
Jog_L_Jump_RU_Start_IPC	-	Right Up Jump Start
Jog_L_Jump_RU_Air_IPC	-	Loop while in Air
Jog_L_Jump_RU_Land_IPC	-	Right Up Jump Landing
Jog_R_Jump_LU_Start_IPC	-	Left Up Jump Start
Jog_R_Jump_LU_Air_IPC	-	Loop while in Air
Jog_R_Jump_LU_Land_IPC	-	Left Up Jump Landing
Jog_R_Jump_RU_Start_IPC	-	Right Up Jump Start
Jog_R_Jump_RU_Air_IPC	-	Loop while in Air
Jog_R_Jump_RU_Land_IPC	-	Right Up Jump Landing
Run_F_Jump_LU_Start_IPC	-	Left Up Jump Start
Run_F_Jump_LU_Air_IPC	-	Loop while in Air
Run_F_Jump_LU_Land_IPC	-	Left Up Jump Landing
Run_F_Jump_RU_Start_IPC	-	Right Up Jump Start
Run_F_Jump_RU_Air_IPC	-	Loop while in Air
Run_F_Jump_RU_Land_IPC	-	Right Up Jump Landing
Run_L_Jump_LU_Start_IPC	-	Left Up Jump Start

MOBILITY PRO 2.7B - ANIMATION LIST

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

NAME	DESCRIPTION
Run_L_Jump_LU_Air_IPC	- Loop while in Air
Run_L_Jump_LU_Land_IPC	- Left Up Jump Landing
Run_L_Jump_RU_Start_IPC	- Right Up Jump Start
Run_L_Jump_RU_Air_IPC	- Loop while in Air
Run_L_Jump_RU_Land_IPC	- Right Up Jump Landing
Run_R_Jump_LU_Start_IPC	- Left Up Jump Start
Run_R_Jump_LU_Air_IPC	- Loop while in Air
Run_R_Jump_LU_Land_IPC	- Left Up Jump Landing
Run_R_Jump_RU_Start_IPC	- Right Up Jump Start
Run_R_Jump_RU_Air_IPC	- Loop while in Air
Run_R_Jump_RU_Land_IPC	- Right Up Jump Landing
Stand_Relaxed_Jump_Start_IPC	- Jump Start
Stand_Relaxed_Jump_Air_IPC	- Loop while in Air
Stand_Relaxed_Jump_Land_IPC	- Jump Landing
Walk_B_Jump_LU_Start_IPC	- Left Up Jump Start
Walk_B_Jump_LU_Air_IPC	- Loop while in Air
Walk_B_Jump_LU_Land_IPC	- Left Up Jump Landing
Walk_B_Jump_RU_Start_IPC	- Right Up Jump Start
Walk_B_Jump_RU_Air_IPC	- Loop while in Air
Walk_B_Jump_RU_Land_IPC	- Right Up Jump Landing
Walk_F_Jump_LU_Start_IPC	- Left Up Jump Start
Walk_F_Jump_LU_Air_IPC	- Loop while in Air
Walk_F_Jump_LU_Land_IPC	- Left Up Jump Landing
Walk_F_Jump_RU_Start_IPC	- Right Up Jump Start
Walk_F_Jump_RU_Air_IPC	- Loop while in Air
Walk_F_Jump_RU_Land_IPC	- Right Up Jump Landing
Walk_L_Jump_LU_Start_IPC	- Left Up Jump Start
Walk_L_Jump_LU_Air_IPC	- Loop while in Air
Walk_L_Jump_LU_Land_IPC	- Left Up Jump Landing
Walk_L_Jump_RU_Start_IPC	- Right Up Jump Start
Walk_L_Jump_RU_Air_IPC	- Loop while in Air
Walk_L_Jump_RU_Land_IPC	- Right Up Jump Landing
Walk_R_Jump_LU_Start_IPC	- Left Up Jump Start
Walk_R_Jump_LU_Air_IPC	- Loop while in Air
Walk_R_Jump_LU_Land_IPC	- Left Up Jump Landing
Walk_R_Jump_RU_Start_IPC	- Right Up Jump Start
Walk_R_Jump_RU_Air_IPC	- Loop while in Air
Walk_R_Jump_RU_Land_IPC	- Right Up Jump Landing

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