

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
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

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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

(@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
W1_Rlx_Equip_Return_To_MOB	- From Relaxed - Holster Pistol to MOB Stand
W1_Aim_Equip_Get_From_MOB	- From MOB Stand - Unholster Pistol to Aim
W1_Aim_Equip_Return_To_MOB	- From Aim - Holster Pistol to MOB Stand
W1_Crouch_Equip_Get_From_MOB	- From MOB Crouch - Unholster Pistol to Crouch
W1_Crouch_Equip_Return_To_MOB	- From Crouch - Holster Pistol to MOB Crouch
W1_Crouch_Aim_Equip_Get_From_MOB	- From MOB Crouch - Unholster Pistol to Crouch Aim
W1_Crouch_Aim_Equip_Return_To_MOB	- From Crouch Aim - Holster Pistol to MOB Crouch

Rifle Holster Frame	Pistol Holster Frame	Rifle Holster Delay - Seconds	Pistol Holster Delay - Seconds
		11	0.37
		19	0.63
		7	0.23
		19	0.63
		12	0.40
		22	0.73
		13	0.43
		16	0.53

Pistol/Pistol Swaps

(@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
W1_Stand_Rlx_Swap_To_W2	- Pistol Stand Relaxed swap to Pistol Stand Relaxed
W1_Crouch_Aim_Swap_To_W2	- Pistol Crouch Aim swap to Pistol Crouch Aim
W1_Crouch_Rlx_Swap_To_W2	- Pistol Crouch Relaxed swap to Pistol Crouch Relaxed
W2_Stand_Aim_Swap_To_W1	- Pistol Stand Aim swap to Pistol Stand Aim
W2_Stand_Rlx_Swap_To_W1	- Pistol Stand Relaxed swap to Pistol Stand Relaxed
W2_Crouch_Aim_Swap_To_W1	- Pistol Crouch Aim swap to Pistol Crouch Aim
W2_Crouch_Rlx_Swap_To_W1	- Pistol Crouch Relaxed swap to Pistol Crouch Relaxed

Rifle Holster Frame	Pistol Holster Frame	Rifle Holster Delay - Seconds	Pistol Holster Delay - Seconds
38	23	1.27	0.77
45	30	1.50	1.00
38	23	1.27	0.77
45	30	1.50	1.00
18	33	0.60	1.10
18	33	0.60	1.10
18	33	0.60	1.10
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
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

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

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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
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
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
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

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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
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
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