

## LARA CROFT ANIM LIST

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ANIM NAME	ANIM FILENAME	FRAME	TEMPLATE
<b>BASIC</b>			
<b>Stance</b>	stance	0 - 40	
<b>Stance to walk</b>	Stance_to_walk2	0 - 26	
<b>Stance to Run</b>	Stance_To_Run	0 - 16	
<b>Walk</b>	Newwalk5#	0 - 36	
<b>Walk To Stance</b>	Walk_to_Stance	27- 40	
<b>Run To Stance</b>	Run_To_Stop5	21- 42	
<b>Jog</b>	newjog4#	0 - 24	
<b>Run</b>	Newrun10#	0 - 24	
<b>Sprint</b>	Sprint9	0-20	
<b>Side Step</b>	stepside	0 - 22	
<b>Back Step</b>	stepback4	8 - 42	
<b>Back Skip</b>	skipback	26 - 42	
<b>Stance to Backskip</b>	skipback	0-26	
<b>Stance Turn 45</b>	Stanceturn45	0-20	
<b>Stance Turn 90</b>	stanceturn90_b	0-20	
<b>Stance Turn180</b>	stanceturn180	0-30	
<b>Walk Turn90</b>			
<b>Walk Turn180</b>	turn180	36-52	
<b>Run Turn90</b>			
<b>Run Turn180</b>	runtturn180h	21-52	
<b>Slide Forward</b>	slideforward	0-20	
<b>Slide Forward to Stance</b>	slideforward	21-41	
<b>Slide Backward</b>	Slideback2	0-20	
<b>Slide Back to Stance</b>	Slideback2	21-41	
<b>Stance to Roll</b>	stanceroll	0-13	
<b>Roll</b>	stanceroll	13-28	
<b>Roll to Stance</b>	stanceroll	28-43	
<b>Stance Spot Anim 1</b>	lookaround	150	
<b>STEALTH</b>			
<b>Stealth Forward</b>	stwalk2	0-40	
<b>Stealth Backwards</b>	stwalkback	0-40	
<b>Stealth Sidestep</b>	stwalkside4	0-40	
<b>Back Against Wall</b>	backtowall5	0-30	
<b>Against Wall Sidestep</b>	backtowall5	30-60	
<b>Look Round Corner</b>	lookroundcorner	0-35	
<b>Look Round w/Gun</b>	lookroundcorner	65-105	

<b>Against Wall Draw Gun</b>	lookroundcorner	<b>40-60</b>	
<b>Shoot Round Corner</b>	stealthdrawgun6	<b>35-64</b>	
<b>Stance to Crouch</b>	newcrawl	<b>0 - 25</b>	
<b>Crouch Turn</b>	Crouch_Turn45	<b>0-25</b>	
<b>Stance to Stealth</b>	Blend??		
<b>Crouch To Crawl</b>	newcrawl	<b>25 - 50</b>	
<b>Crawl Forward Loop</b>	newcrawl	<b>62 - 94</b>	
<b>Crawl Backward Loop</b>	newcrawlback	<b>60-115</b>	
<b>Crawl Turn45</b>	crawlturn45	<b>0-28</b>	
<b>Crawl Turn180</b>			
<b>Crawl to Crouch</b>	newcrawl	<b>105 - 125</b>	
<b>Crouch to Army Crawl</b>	newcrawl	<b>125 - 155</b>	
<b>Army Crawl Forward</b>	newcrawl	<b>165 - 197</b>	
<b>Army Crawl to Crouch</b>	newcrawlback	<b>10 - 40</b>	
<b>Crouch to Stance</b>	newcrawl	<b>237 - 250</b>	
<b>Pickup Object (crouch)</b>	throw3	<b>0-40</b>	
<b>Throw Object (crouch)</b>	throw3	<b>41-145</b>	
<b>Elbow Wall</b>	backtowall15	<b>61-95</b>	
<b>Roll to Crouch</b>	Roll_to_crouch	<b>28-42</b>	
<b>JUMPING</b>			
<b>Compress (free)</b>	Jumpup1	<b>0-10</b>	
<b>Compress (against wall)</b>			
<b>Compress to JumpUp</b>	Jumpup1	<b>10-15</b>	
<b>Jump Up</b>	Jumpup1	<b>15-35</b>	
<b>JumpUp to Stance</b>	Jumpup1	<b>35-55</b>	
<b>Jump Forward 1</b>	jumpforward_big4	<b>10-43</b>	
<b>Land Forward 1</b>	jumpforward_big4	<b>43-62</b>	
<b>Jump Side (flip)</b>	jumpside_big2	<b>10-43</b>	
<b>Land Side (flip)</b>	jumpside_big2	<b>43-62</b>	
<b>Jump Back (flip)</b>	jumpback_big	<b>10-43</b>	
<b>Land Back (flip)</b>	jumpback_big	<b>43-62</b>	
<b>Jump Side (small)</b>	jumpside_c5	<b>10-32</b>	
<b>Jump Forward (small)</b>	Jumpsma119	<b>10-28</b>	
<b>Balance</b>	Jumpsma119	<b>28-65</b>	
<b>Jump Back (small)</b>	Jump_back	<b>10-34</b>	
<b>Land Side A (small)</b>	jumpside_a	<b>32-48</b>	
<b>Land Side C (small)</b>	jumpside_c2	<b>29-48</b>	
<b>Land Side D (med)</b>		<b>34-50</b>	
<b>STEP/BLOCK VAULTS</b>			
<b>Step Up ¼</b>	upqtrblock	<b>0-45</b>	
<b>Step down ¼</b>	downqtrblock	<b>0-45</b>	
<b>StepUp ½</b>	uphalfblock	<b>0-45</b>	
<b>Step Down ½</b>	downhalfblock	<b>0-50</b>	
<b>Step Up ¾</b>	Climb34block2	<b>0-85</b>	
<b>Full Vault A</b>	Climboneblock_a2	<b>20-105</b>	
<b>Full Vault B</b>	Climboneblock_b1	<b>0-90</b>	

<b>Slow Fall</b>			
<b>Fast Fall</b>			
<b>Jump Down High</b>			
<b>Land</b>			
<b>Fall</b>			
<b>Hit Wall</b>			
<b>Splat</b>			
<b>STAIRS</b>			
<b>Stance to Stair</b>	stairwalk	<b>0-14</b>	
<b>Walk Up stairs</b>	stairwalk	<b>14-58</b>	
<b>Stair to Stance</b>	stairwalk	<b>58-70</b>	
<b>Run Up Stairs</b>	stairun24	<b>0-24</b>	
Walk Down Stairs			
<b>Run Down Stairs</b>	rundownstair	<b>14-32</b>	
<b>Run Down Stairs_b</b>	Rundownstair_b	<b>14-32</b>	
Land On Stairs			
<b>LADDERS</b>			
<b>Climb On Ladder Bottom</b>	Ladclimb11	<b>0-42</b>	
<b>Climb Up Ladder</b>	Ladclimb11	<b>42-82</b>	
<b>Climb Off Ladder Top</b>	Ladder_OffTop	<b>58-180</b>	
<b>Jump Off Ladder Top1</b>	Ladder_OffTop#	<b>62-168</b>	
<b>Jump Off Ladder Top2</b>	Ladder_OffTop##	<b>62-168</b>	
<b>Climb On LadderTop Front</b>	Ladder_Ontop_Front	<b>0-60</b>	
<b>Climb On LadderTop Back</b>	Ladder_Ontop_Back	<b>0-60</b>	
<b>Climb Down Ladder</b>	Ladder_Down		
<b>Climb Off Ladder Bottom</b>	Ladder_Down		
<b>Climb On Ladder Side</b>	Ladder_On_Side	<b>0-44</b>	
<b>LadderPose ToLadderDown</b>	Ladder_On_Side	<b>44-60</b>	
<b>LadderUp To LadderPose</b>	Ladder_Off_Side	<b>42-58</b>	
<b>LadderPose Breath</b>	Ladder_Off_Side	<b>58-86</b>	
<b>Climb off Ladder Side</b>	Ladder_Off_Side	<b>86-130</b>	
<b>Hang From Ladder Down</b>	Ladder_BackHang_Down	<b>0-82</b>	
<b>Handg From Ladder Up</b>	Ladder_BackHang_Up	<b>0-82</b>	
Hang From Ladder Shoot			
<b>WALL CLIMBING</b>			
<b>Start Climb Wall</b>	Climbwall114	<b>0-80</b>	
<b>Wallpose to WallClimbup</b>	Climbwall114	<b>80-102</b>	
<b>WallClimb Up</b>	Climbwall114	<b>102-152</b>	
<b>Wallclimbup to wallpose</b>	Climbwall114	<b>152-167</b>	
<b>Climb Wall Breath</b>	Climbwall114	<b>167-200</b>	
<b>Climb Wall Side</b>	Climbwall114	<b>200-234</b>	
<b>Wallpose to wallClimb45up</b>	Climbwall114	<b>234-262</b>	

<b>Climb Wall 45degup</b>	Climbwall14	<b>262-330</b>	
<b>wallClimb45up to Wallpose</b>	Climbwall14	<b>330-360</b>	
<b>Hang Side Shimmy</b>	Freeclim15		
Climb Wall Down			
Hang to Climb Wall Up			
<b>Hand Slip</b>			
<b>Start Free Climb</b>	Freeclim15		
<b>Free Climb Up</b>	Freeclim15		
<b>Free Climb Down</b>			
<b>Hang Breath</b>			
<b>Fall Grab</b>			
<b>Climb Round Corner</b>			
<b>Climb Through Window</b>	Climbwindow2	<b>0-70</b>	
Climb Wall Draw Pistol			
Climb Wall Shoot Pistol 1			
Climb Wall Shoot Pistol 2			
<b>DRAIN PIPES</b>			
<b>Climb Onto Drain Pipe</b>	Climb_Up	<b>0- 40</b>	
<b>Climb Up Drainpipe</b>	Climb_Up	<b>40-100</b>	
<b>ClimbUp To DpipeStance</b>	Climb_Up	<b>100-120</b>	
<b>Drain Pipe Stance</b>	Climb_Up	<b>120 - 150</b>	
<b>DpipeStance To ClimbUp</b>	Climb_Up	<b>150 -170</b>	
<b>ClimbDown To DpipeStance</b>	Climb_Down	<b>0- 20</b>	
<b>DpipeStance To ClimbDown</b>	Climb_Down	<b>50- 70</b>	
<b>Climb Off Drain PipeTop</b>			
<b>Drain Pipe Down</b>	Climb_Down	<b>70- 130</b>	
<b>Climb Off Drain PipeBottom</b>	Climb_Down	<b>130 - 170</b>	
<b>WEAPON ATTACKS</b>			
<b>Draw 2 Pistols</b>			
<b>Shoot 2 Pistols</b>			
Reload 2 Pistols			
<b>Draw 1 Pistol</b>			
<b>Shoot 1 Pistol</b>			
Reload 1 Pistol			
<b>Shoot Pistols at Angle</b>			
<b>Draw Shotgun</b>			
<b>Shoot Shotgun</b>			
<b>Reload Shotgun</b>			
<b>Draw taser/dartgun</b>			
<b>Fire Taser/Dartgun</b>			
Reload Taser/Dartgun			
Strafe			

<b>Strafe Back</b>			
<b>MONKEY SWING</b>			
<b>Monkey Start</b>	Monkeyswing3	<b>48 - 60</b>	
<b>Monkey Forward</b>	Monkeyswing3	<b>60 - 100</b>	
<b>Monkey Stop</b>	Monkeyswing3	<b>100 - 138</b>	
<b>Monkey Reverse</b>	Monkeyswing_reverse	<b>80 - 120</b>	
<b>Monkey Hang</b>	MonkeyHang	<b>0- 48</b>	
<b>Monkey Hang Reverse</b>	MonkeyHang_reverse	<b>0- 60</b>	
<b>Monkey Turn Start</b>	MonkeyHang_turn	<b>0- 8</b>	
<b>Monkey Turn</b>	MonkeyHang_turn	<b>8 - 40</b>	
<b>Monkey Turn Stop</b>	MonkeyHang_turn	<b>40 - 55</b>	
Monkey Draw gun			
Monkey Shoot			
<b>PIPES / CABLES</b>			
<b>JumpUp_To_PipeHang</b>			
<b>PipeHang</b>			
<b>PipeHang_To_PipeSwing</b>			
<b>PipeSwing</b>			
<b>PipeSwing Reverse</b>			
<b>PipeSwing_To_PipeHang</b>			
<b>PipeHang_To_PipeCrawl</b>			
<b>PipeCrawl_Forward</b>			
<b>PipeCrawl_Back</b>			
<b>PipeCrawl_To_PipeHang</b>			
<b>ACTIONS</b>			
<b>Pickup Object (stand)</b>	Pickup3	<b>0- 48</b>	
<b>Throw Object (stand)</b>	Pickup3	<b>48-100</b>	
<b>Push Lever</b>			
<b>Pull Lever</b>			
Push Switch 1			
<b>Electric Switch Up</b>	Electric_switch_Up	<b>0-60</b>	
<b>Electric Switch Down</b>	Electric_switch_Down	<b>0-60</b>	
<b>Pull Switch 2</b>			
<b>Switch 3 / crouched</b>			
<b>Use object 1</b>			
<b>Use Object 2</b>			
<b>Use Object 3</b>			
<b>Pickup Heavy Object</b>			
<b>Carry Heavy Object</b>			
<b>Drop Heavy Object</b>			
<b>Pull Rope Down</b>			
<b>Ready Pose</b>			
<b>Pull Large Object</b>	pull		
<b>Push Large Object</b>	push		

<b>Push Over Barrel</b>	pushbarrel		
<b>Throw Item</b>			
<b>Open cupboard/cabinet</b>			
<b>Reach in Cupboard/cabinet</b>			
<b>Open cupb crouched</b>			
<b>Reach in Cupb crouched</b>			
<b>Open drawer</b>			
<b>Open Bin</b>			
<b>Open Large Bin</b>			
<b>Reach in Bin</b>			
<b>Pick up Flare</b>			
<b>Duck &amp; Pickup Flare</b>			
<b>Open Grate</b>			
<b>Crowbar Trapdoor/Grate</b>			
<b>DOORS</b>			
<b>Push Door</b>	Push_door3	<b>0- 50</b>	
<b>Pull Door</b>	Pull_door2	<b>0- 55</b>	
<b>Kick Door Open</b>	Kick_Door4	<b>0-70</b>	
<b>Push Double Door</b>	pushdbldoor	<b>0- 50</b>	
<b>Pull Double Door</b>	pulldbldoor	<b>0- 50</b>	
<b>Try Locked Door</b>	Try_door	<b>0- 45</b>	
<b>Open Lift Door</b>	Slidedoor_open_B	<b>0 - 55</b>	
<b>Close Lift Door</b>	Slidedoor_closed	<b>0 - 55</b>	
<b>PushHeavyDoubleDoor</b>	Pushheavydbldoor	<b>0-110</b>	
<b>Swipe Pass Card</b>			
<b>Use Key</b>			
<b>SWIMMING</b>			
<b>Underwater Swim</b>		<b>0-36</b>	
<b>Underwater Swim2</b>		<b>0-36</b>	
<b>Underwater Swim Scuba</b>		<b>0-36</b>	
<b>Underwater Tread</b>			
<b>Surface Swim</b>			
<b>Surface Swim Backwards</b>			
<b>Surface Tread</b>			
<b>SurfaceTo UnderwaterSwim</b>			
<b>Underwater Swim Pickup</b>			
<b>Underwater Kick</b>			
<b>Drown</b>			
<b>Underwater Pull switch</b>			
<b>Climb Out of Water</b>			
<b>Climb out onto ladder</b>			
<b>Shallow Wade Anims</b>			

HAND TO HAND			
<b>Stealth Attack 1/neckbreak</b>	Neckbreak?		
Stealth Attack 2/chloroform			
Stealth Attack 3 / crowbar			
<b>Attack 1 / punch</b>	combo		
<b>Attack 2 / Kick</b>	combo		
<b>Power Kick</b>	combo		
<b>Power Punch</b>	combo		
<b>High Block</b>			
<b>3 Kick Combo</b>	?		
INJURY			
Limpwalk			
Limprun			
<b>Poisoned</b>			
Rest			
<b>Check Backpack</b>			
Walk Death			
<b>Run Death</b>			
<b>Fall Death</b>			
<b>STANCEDeath</b>			
<b>Running Hit Front</b>			
<b>Running Hit Back</b>			
<b>Running Hit Side</b>			
CHAINS			
<b>Grab onto chain</b>			
<b>Pull Chain</b>			
<b>Let go of chain</b>			
MISC			
Open Light Box			
Open Light Box crouched			
Put object in backpack			
Search dead body			
Sit at desk			
Use xray machine/computer			

BRASS CONTRAPTION			