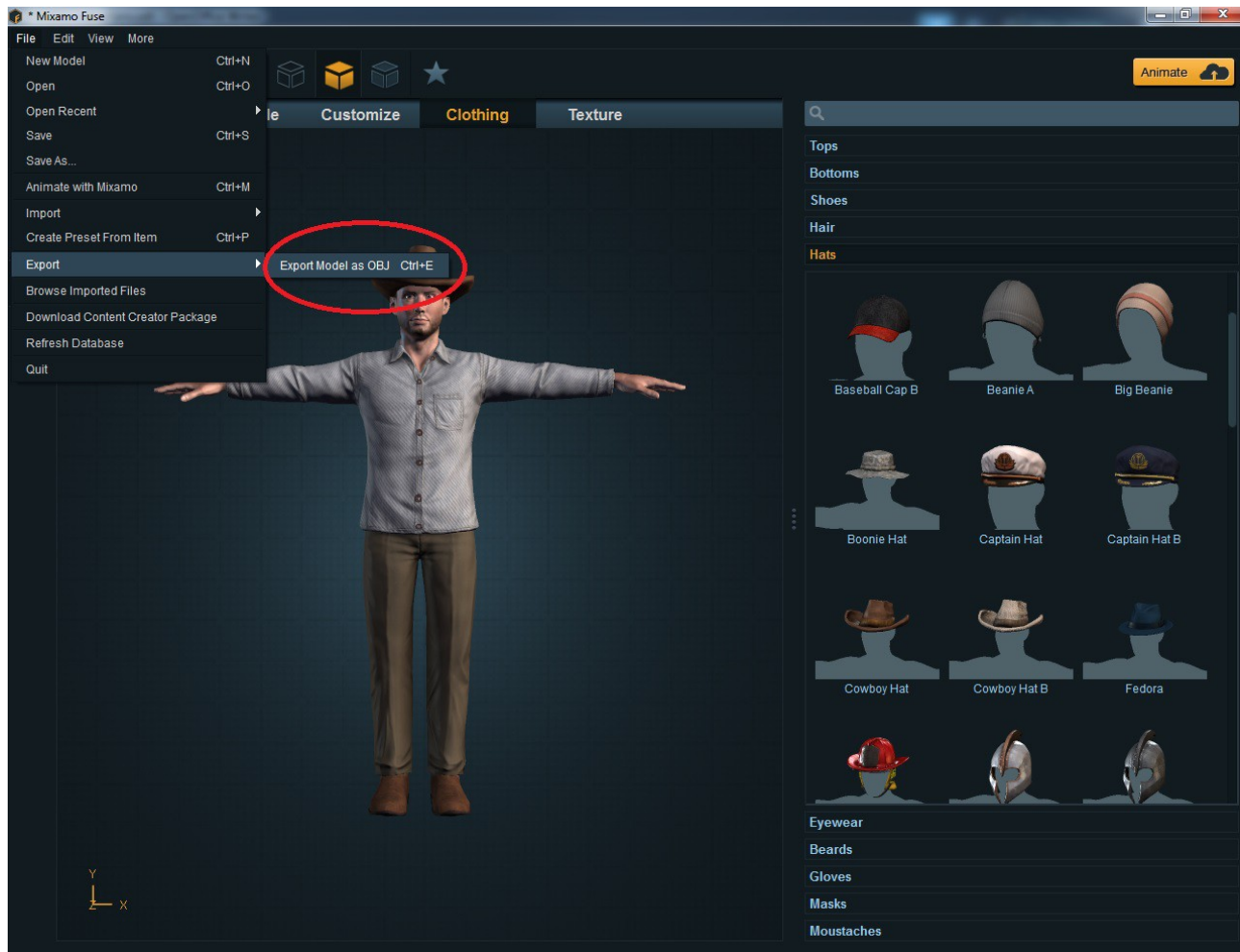


FBX2GG Instructions:

1. You will first need to make a character model in Fuse. The picture below is from Fuse 1.3:



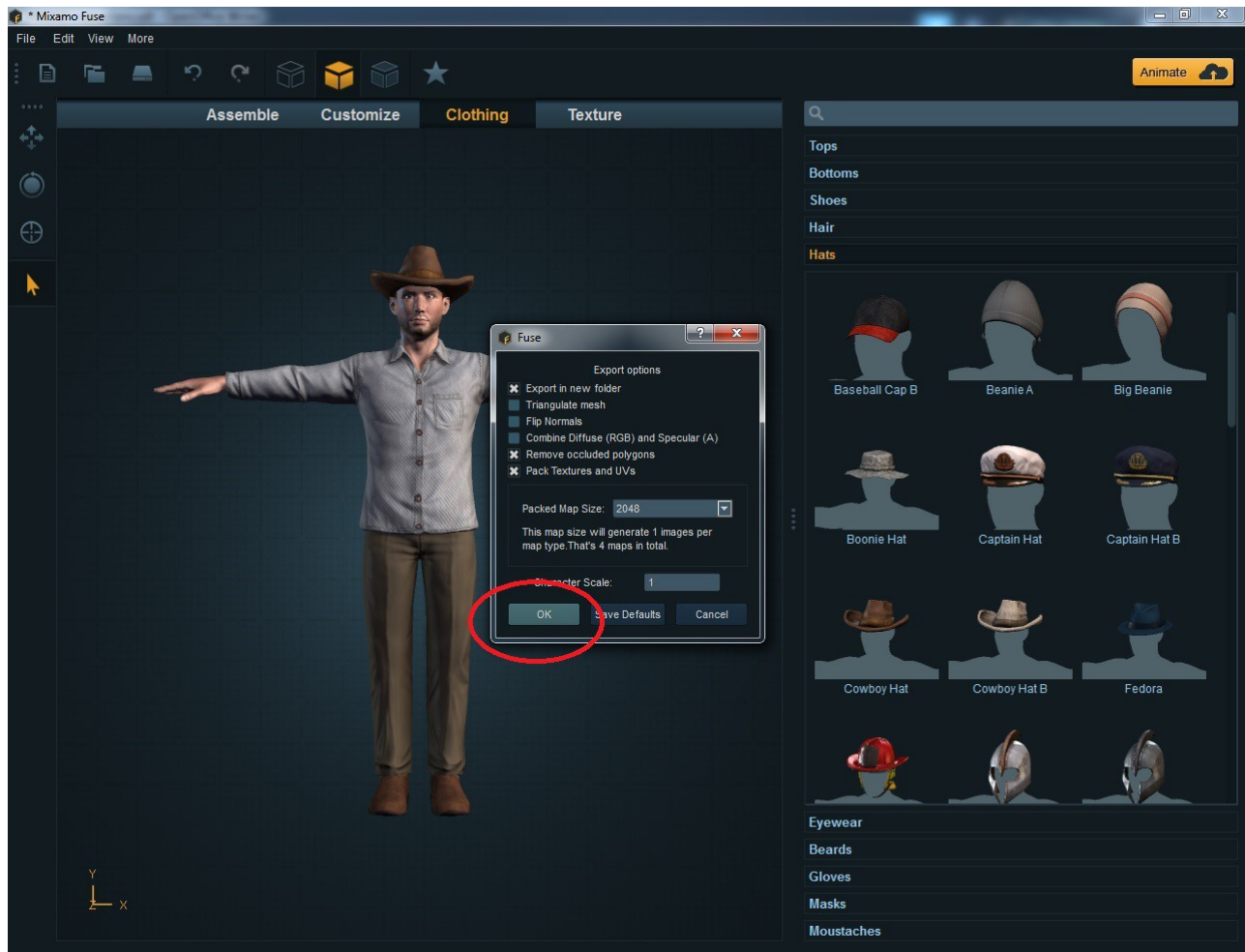
2. When you are finished making your character, save it and give it a name, and then you will need to export your character. To do this you need to look to the upper left corner of the window to click on "File", then hold the cursor over the word "Export", and then another tab will come out that is labeled "Export model as OBJ" and click on that. This is pictured below, and the red circle shows you what to click on.



3. When you have clicked on “Export model as OBJ”, a small window will come up, and you will need to make sure the boxes are ticked exactly as shown in the picture below. The small boxes that need to be ticked are labeled “Export in new folder”, “Remove occluded polygons”, and “Pack Textures and UV's”.



4. When you make sure that those boxes are ticked, you can then click OK at the lower left corner of that small window. This is circled in red in the picture below.



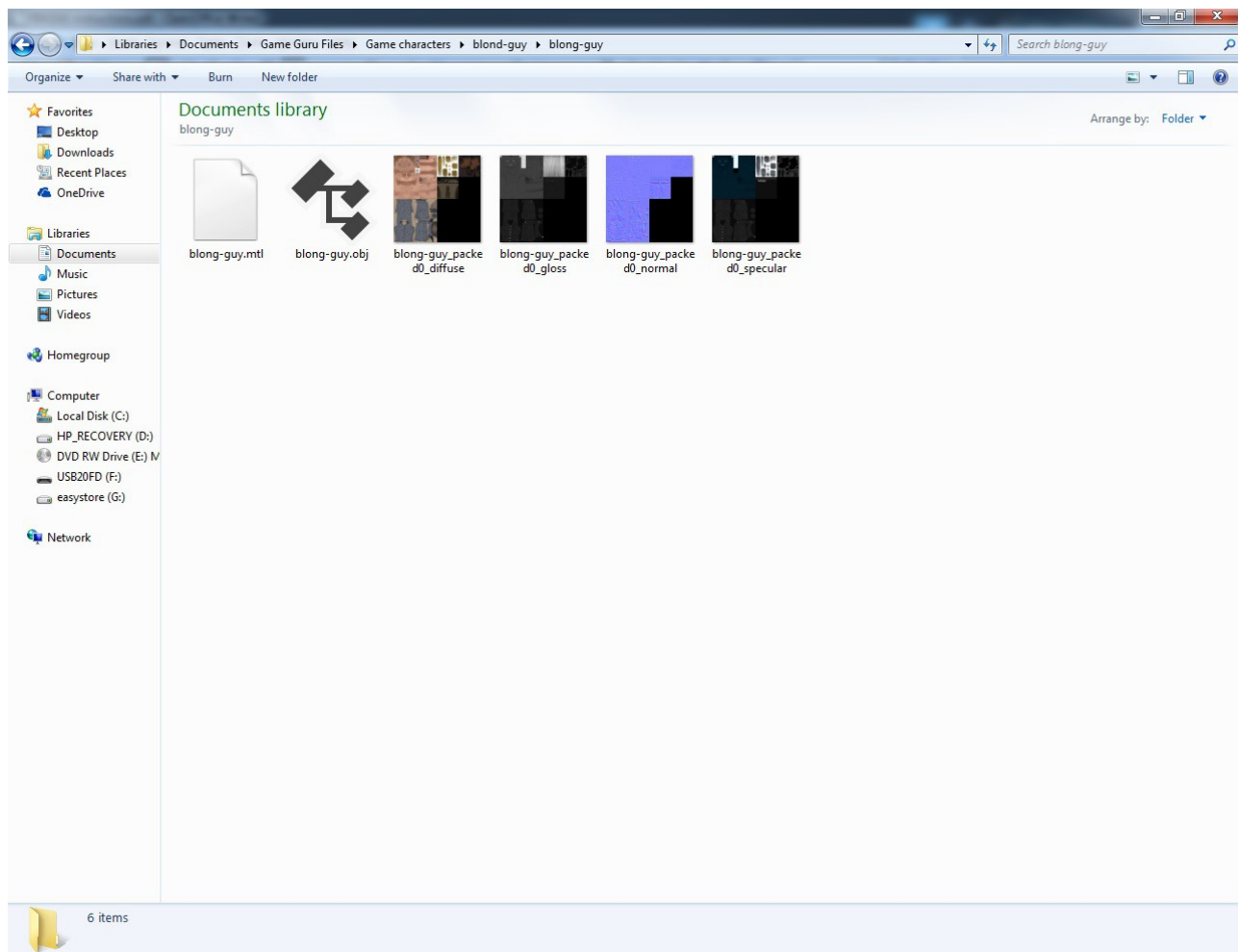
5. You will then be prompted to find a place to save your character model. I personally like the save mine in the “My Documents” folder where there is a folder titled “Game Guru File”. I created another folder inside the GG folder, and I called this new folder “Game Characters”.

You can save them anywhere you like as long as you can remember where they are.

You might then see a small window with a progress bar appear, which will let you know that the model is being exported. It should look similar to the picture below.



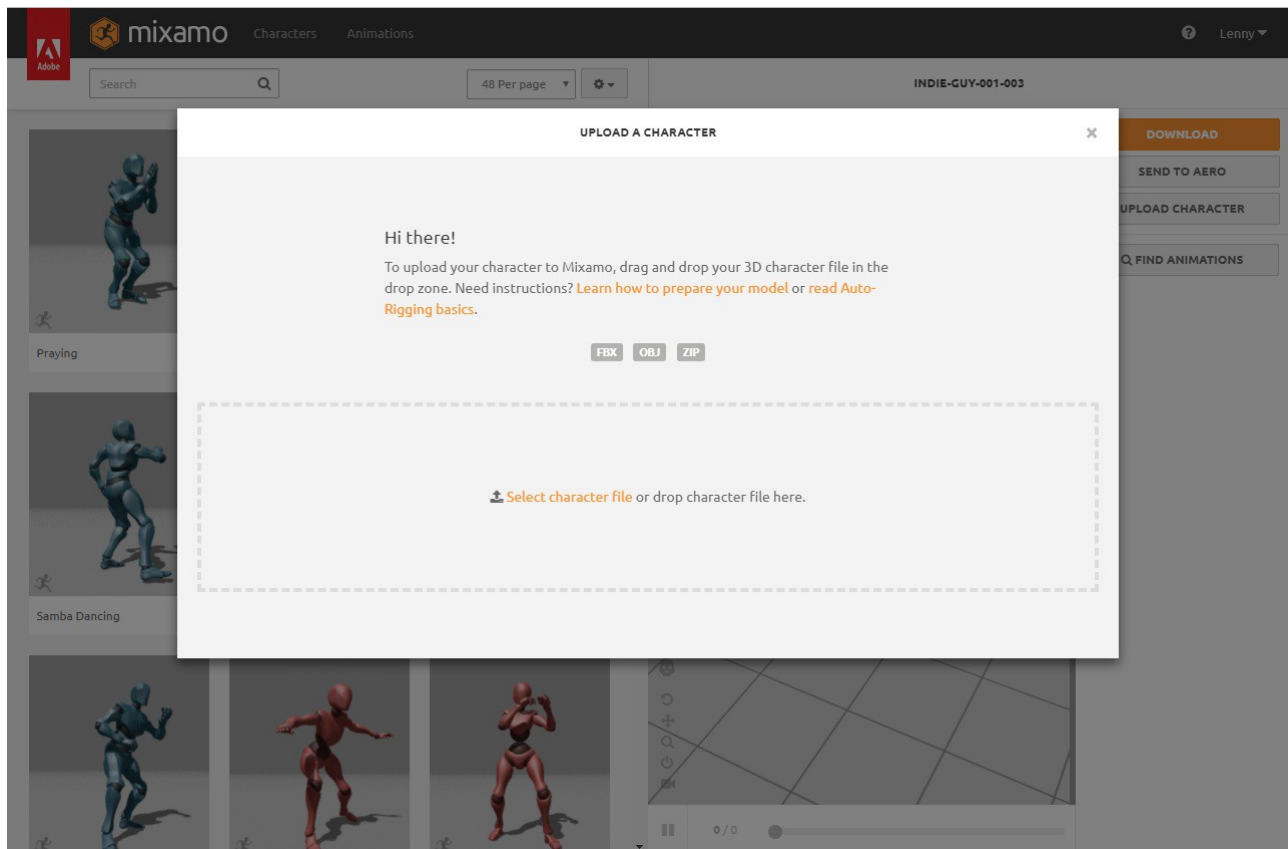
6. You should have a folder with contents similar to what is in the picture below. There should be an OBJ file, and mtl file, as well as skin files with diffuse, gloss, normal, and specular.



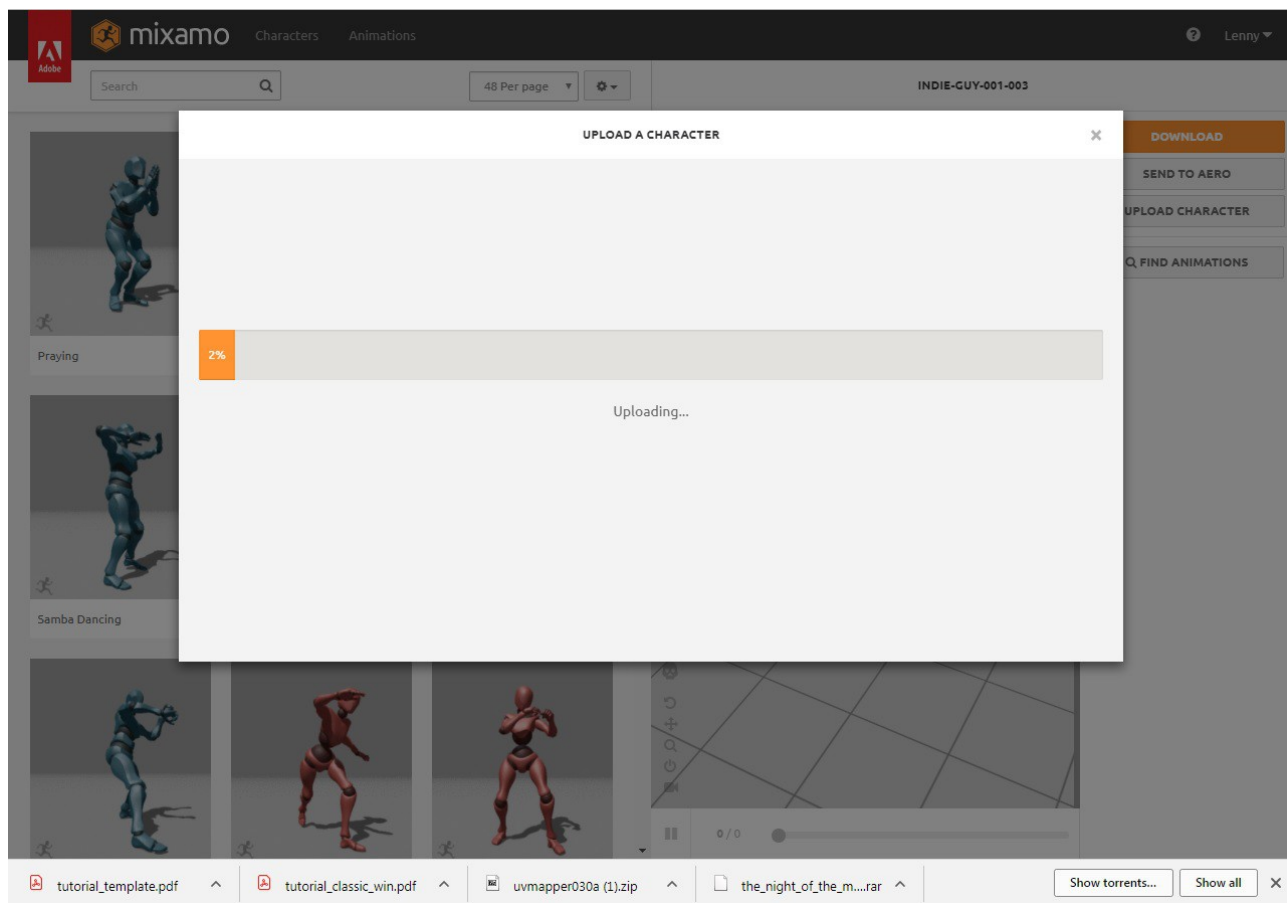
7. You will then need to take the folder with the exported character model with the obj file etc. and make a zip file. You can use whatever zip program you prefer, such as Win-Zip or 7-Zip.
8. You will then need to go to the Mixamo website at <https://www.mixamo.com/#/>

If you don't have an account with Mixamo, you will need to make one in order to rig your character model.

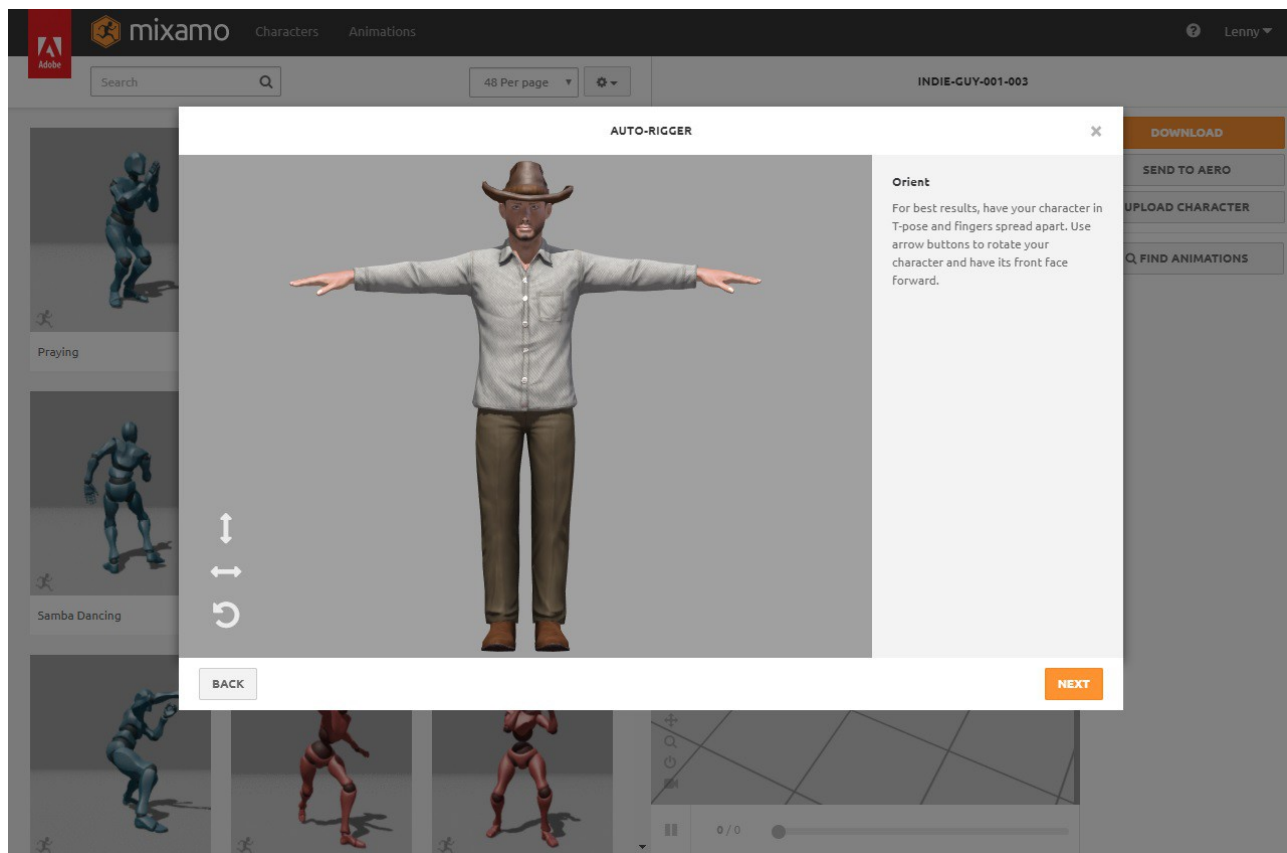
Once you have signed into Mixamo, you will need to upload your zipped file to the website. You should be able to drag your file into the large window in the middle of the screen, or you can click near the center of the window where it says "Select character file". This should open another window allowing you to find your zipped file so you can upload it.



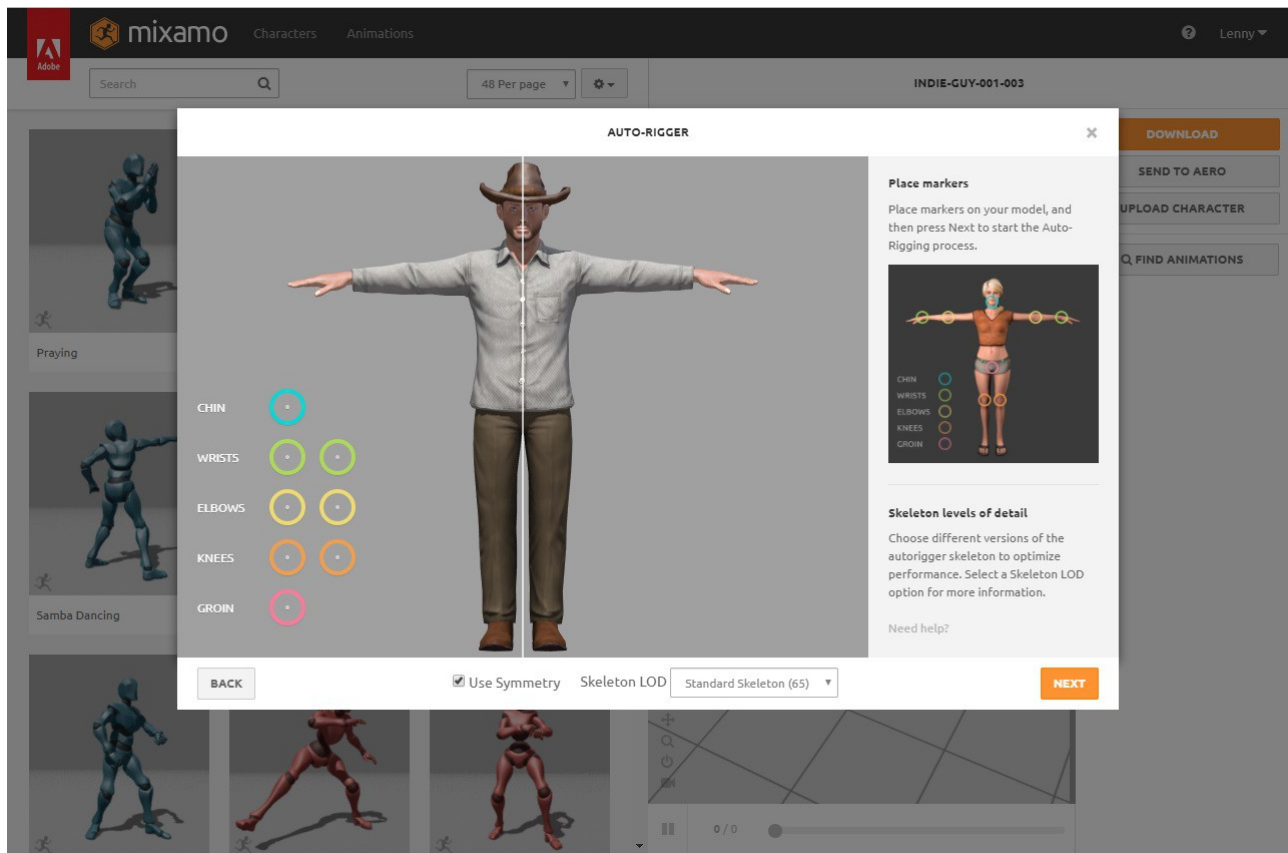
9. When you begin to upload your character model a progress bar should appear on the website like the picture below. The upload might take a few minutes depending on your internet speed.



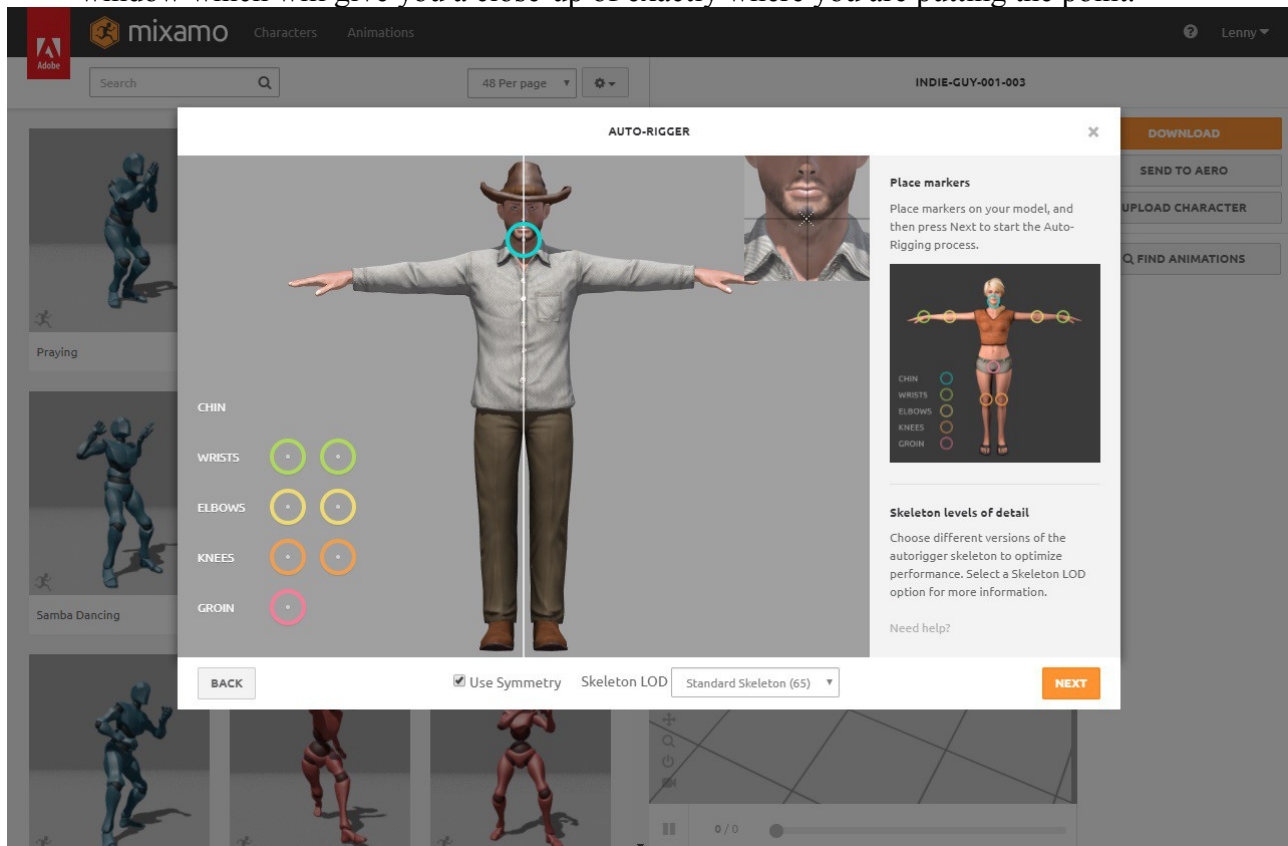
10. When the model is uploaded, a window should appear similar to the picture below. When the upload is complete, and if everything looks okay you should then click okay at the lower right corner of the small window in the website.



11. When the upload is complete you will need to set the location of the character chin, elbows, wrists, knees, and groin of your model. You can do this by holding your cursor over the colored circles on the left of the small window. Such as, when you hold your cursor over the blue circle for the chin, you will need to click and hold the left mouse button down and drag that circle to the characters chin. There is a small dot in the middle of the circle and you need that dot to the exact point you want it.



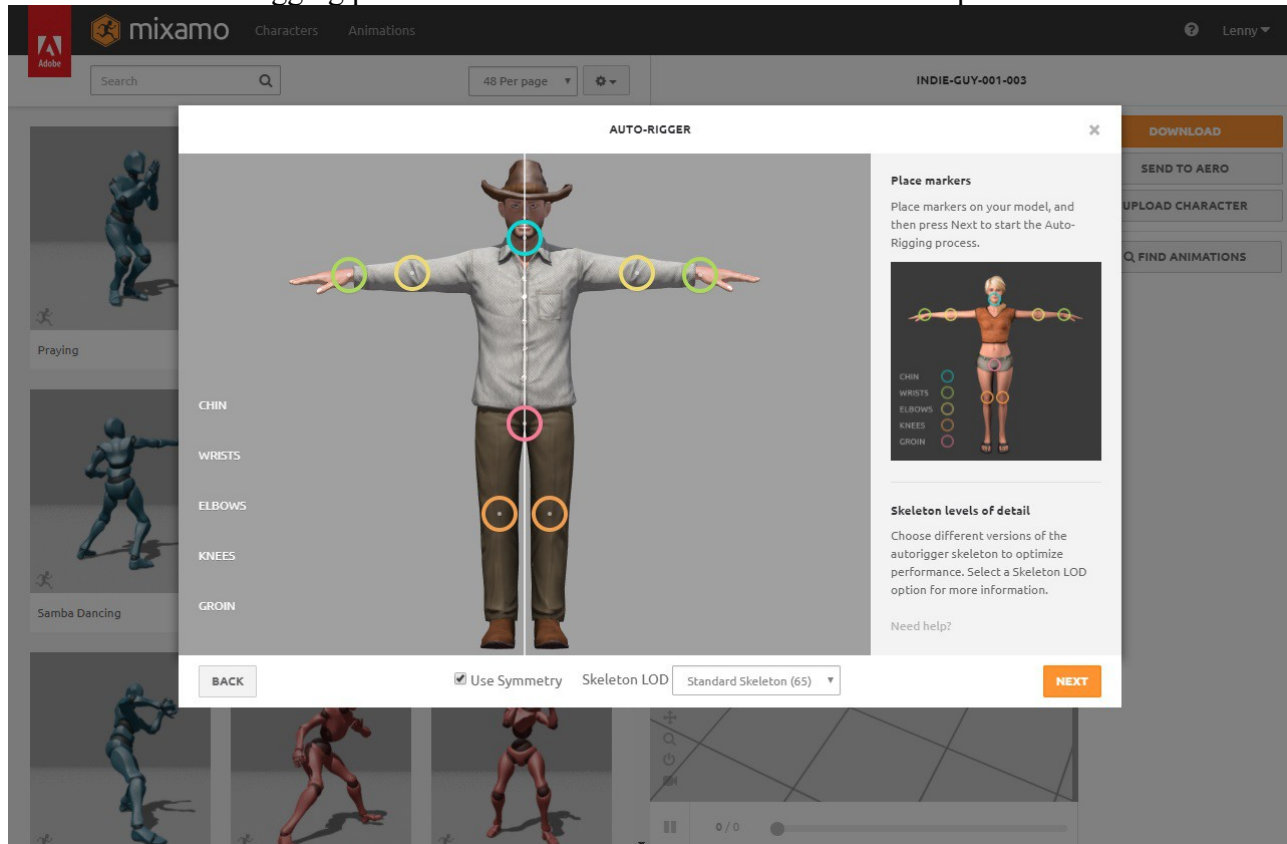
12. As you drag the circles into position you will notice a small box appear in the upper right of the window which will give you a close-up of exactly where you are putting the point.



You can also notice that when you release the mouse button, the circle will stay where you left it. If you wish to move it a little bit, you can go back and move it to a more desired location.

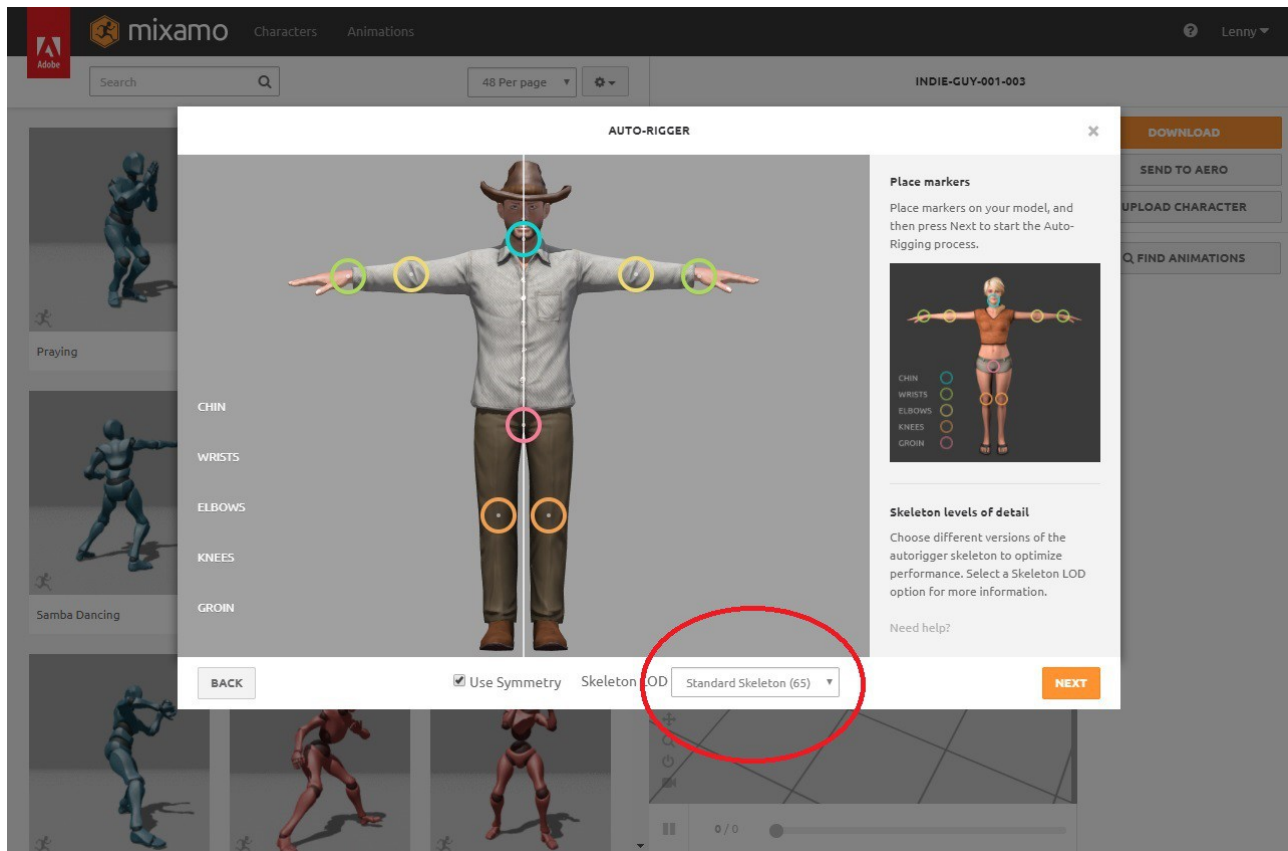
You might also notice that as you move the elbows, knees, and wrists that, the opposite point will move to its mirrored location automatically. This keeps it all easy and correctly balanced on both sides of the characters body.

13. When all the rigging points are finished it should look similar to the picture below.

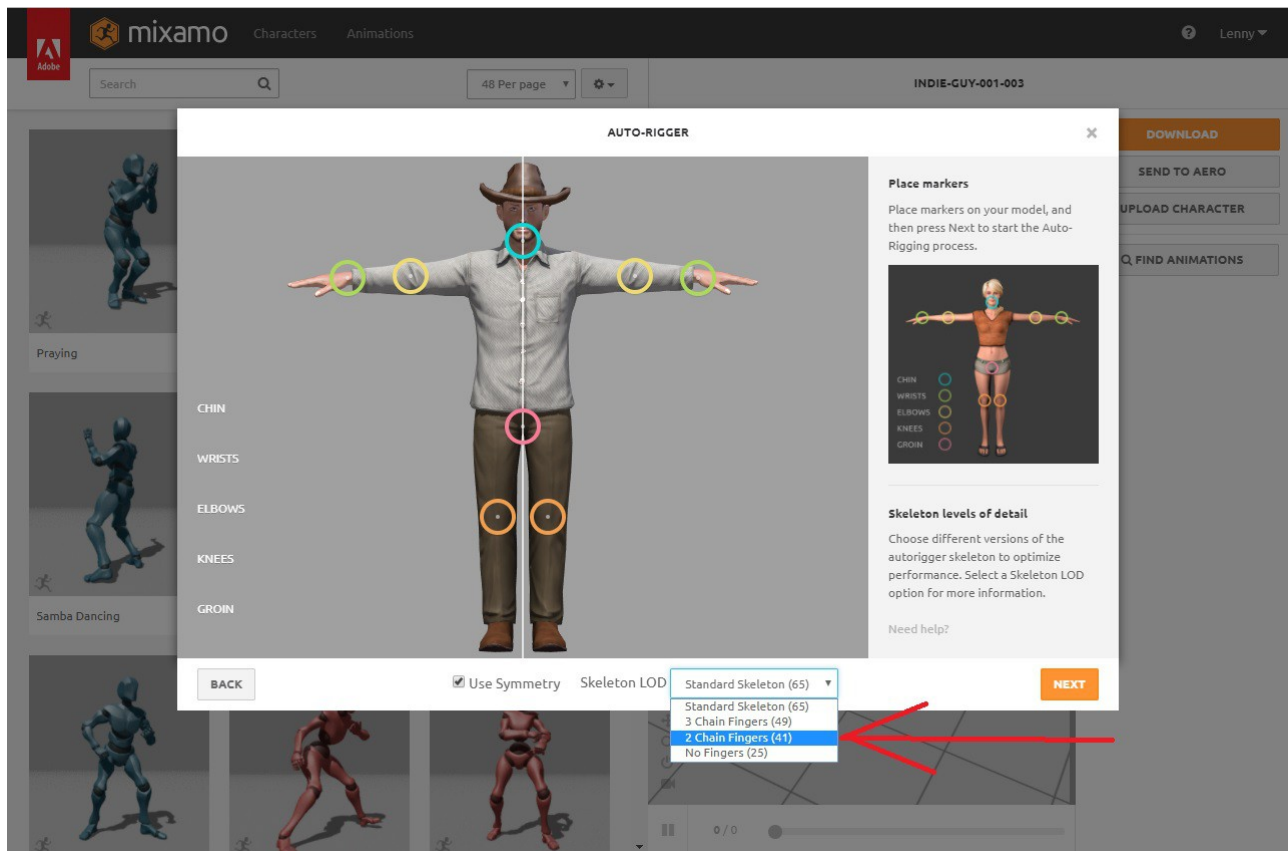


Notice that all the colored circles are in place.

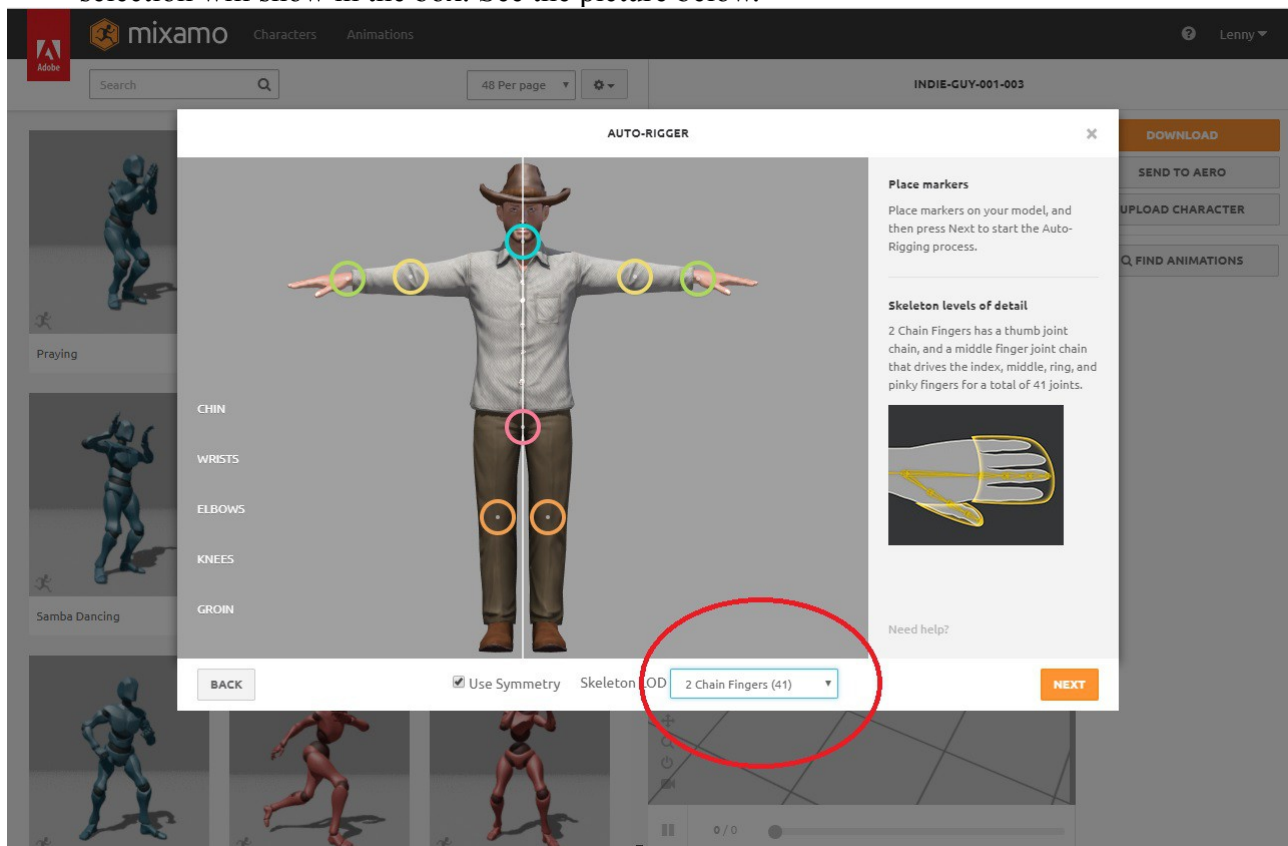
14. When you are finished with the rigging points you will also need to click on the small box at the bottom of the small window where it says standard skeleton, and a drop down menu should appear. It is pictured below and circled in red.



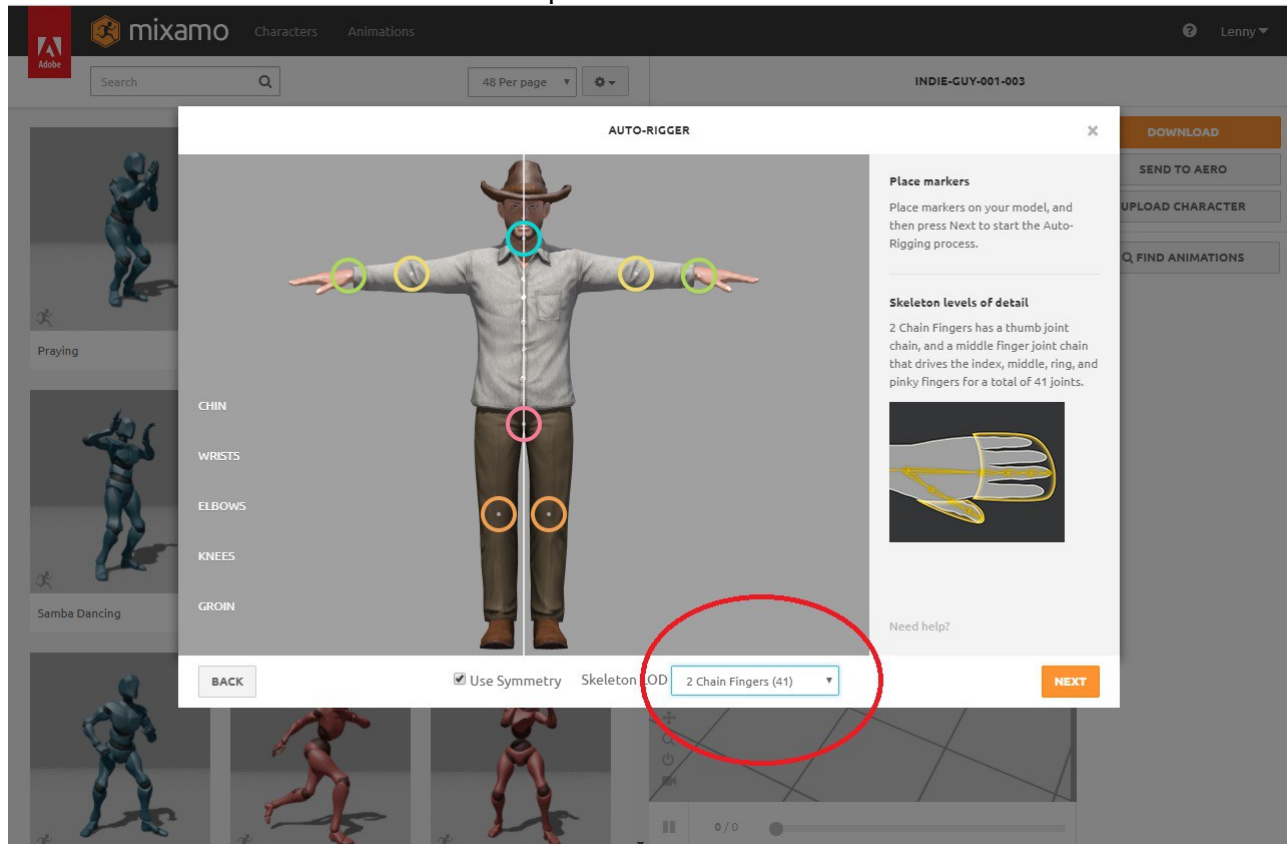
15. When you see the drop down menu appear, you should notice that one of the lines shows “2 chain fingers 41”, and you will need to click on that to choose that option. See the picture below. The 2 fingers seems to work with Game Guru and the others might have problems.



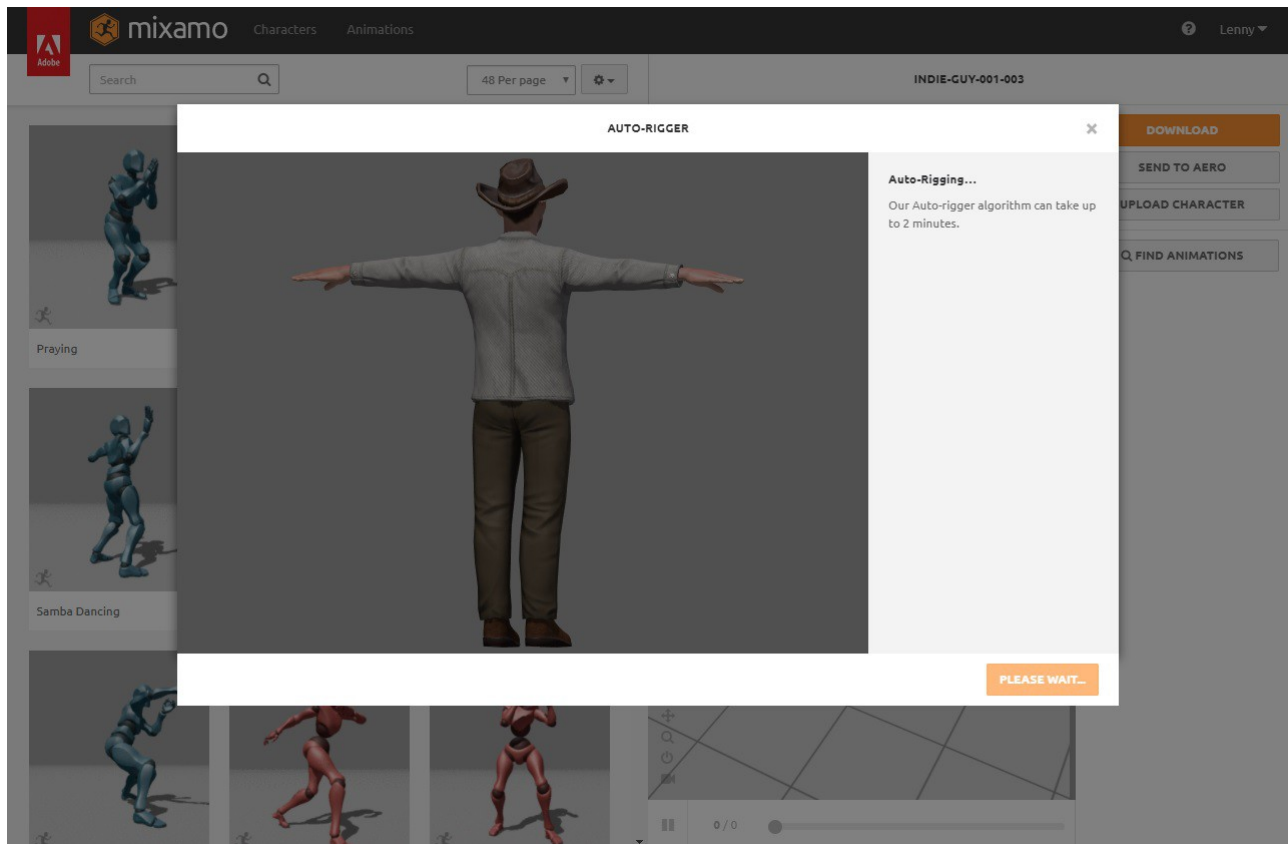
16. When you have chosen the 2 fingers, the drop down menu will disappear and the 2 fingers selection will show in the box. See the picture below.



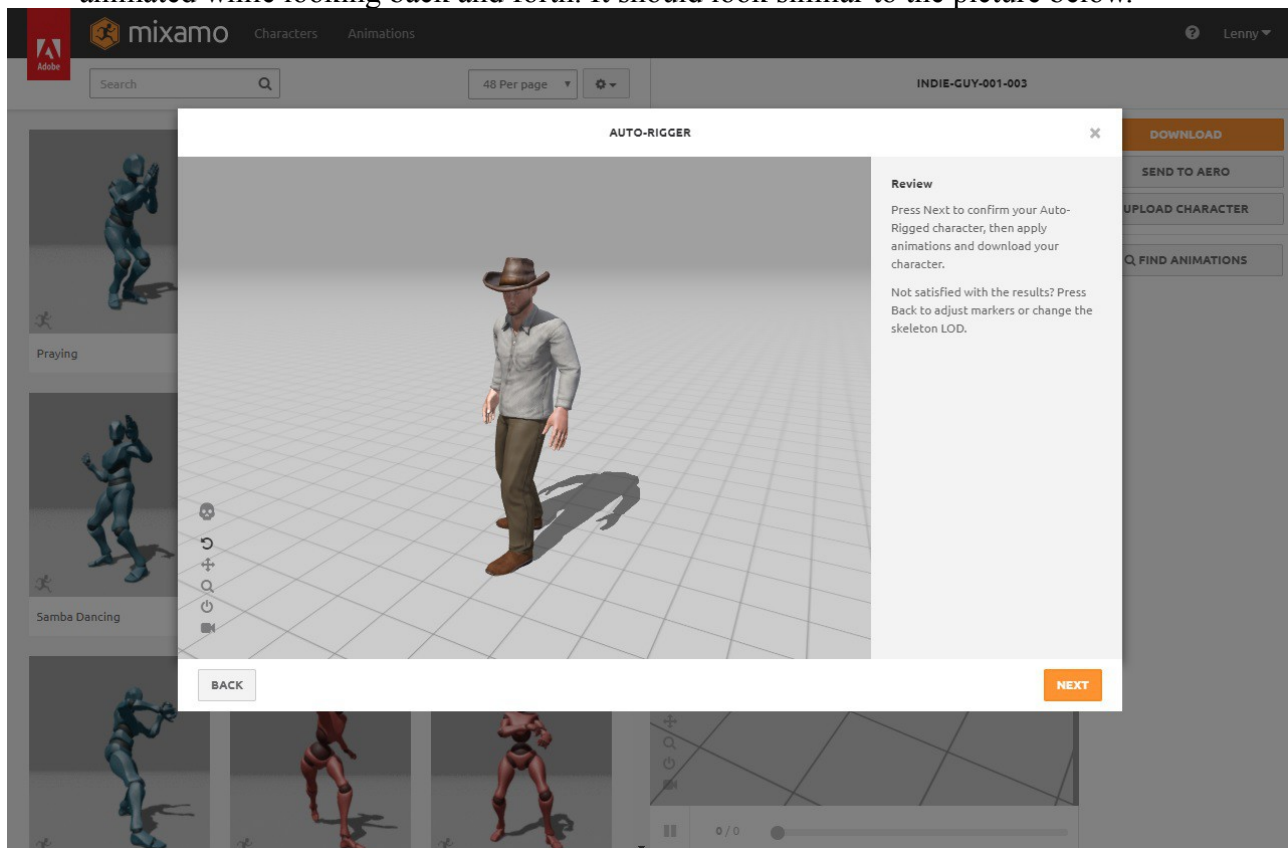
17. When the 2 fingers is shown in the box, you can click “Next” in the lower right corner of the window. This is circled in red in the picture below.



18. The process of rigging will then begin and it might look like you character is spinning around. This process might take a few minutes.

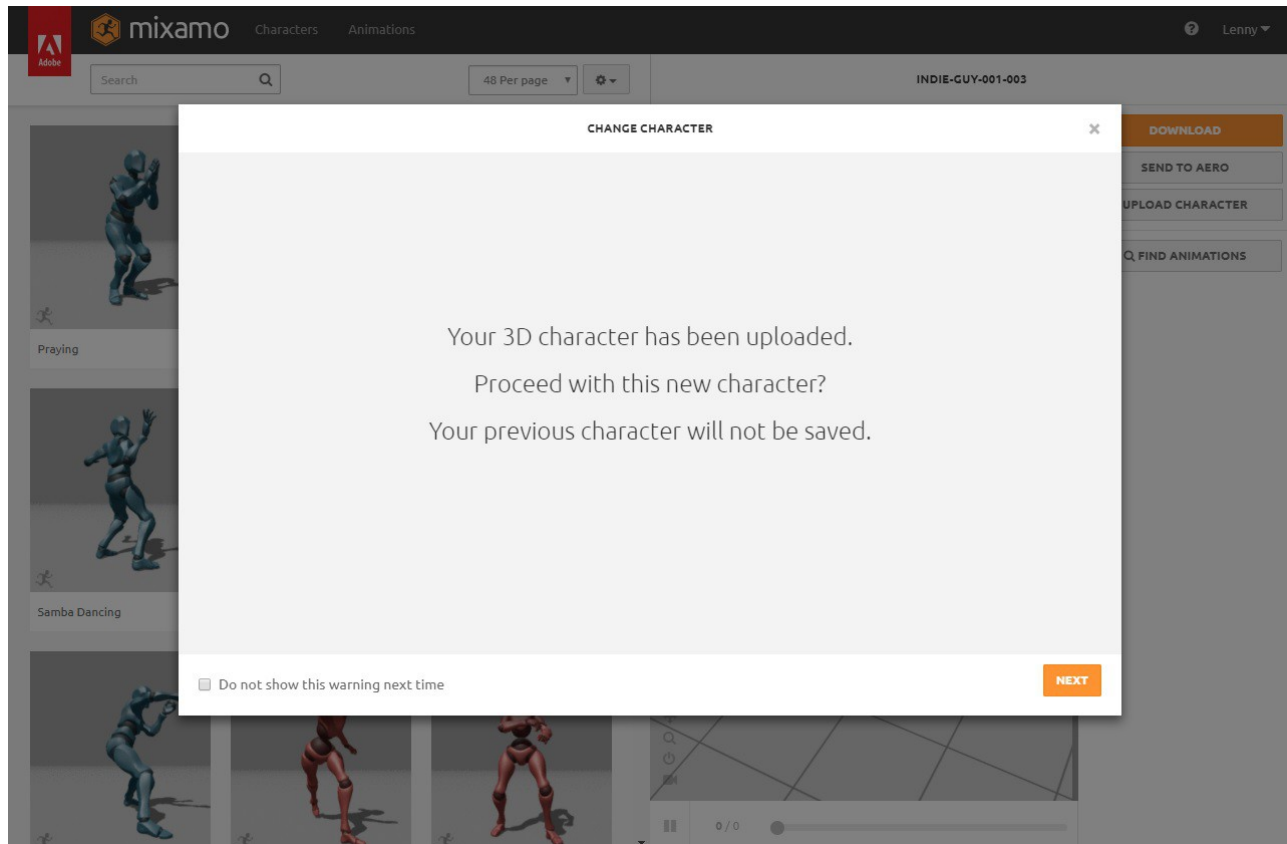


19. When the rigging is done, your character should be left in the window, and will appear to be animated while looking back and forth. It should look similar to the picture below.

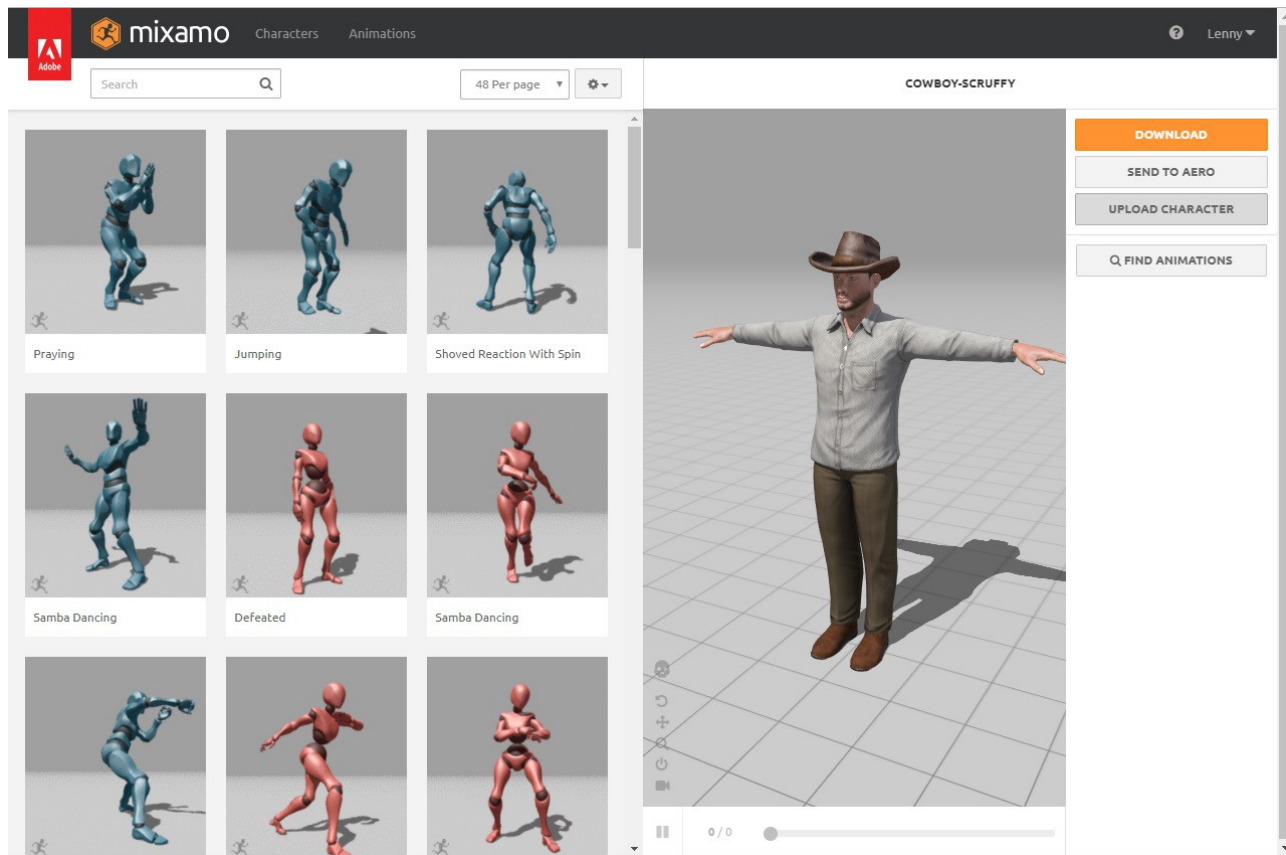


20. If you put your cursor on the character or the floor beneath it, you should be able to move or spin the character around. You can inspect the character to see if the joints in its body are where they should be. If everything looks good you can click “Next” at the lower right of the window. If the joints aren't in exactly the right place, you can start the rigging process all over again if you need to.

21. When you click “Next” you might come to another window similar to the one in the picture below. You should be able to click “Next and move on.

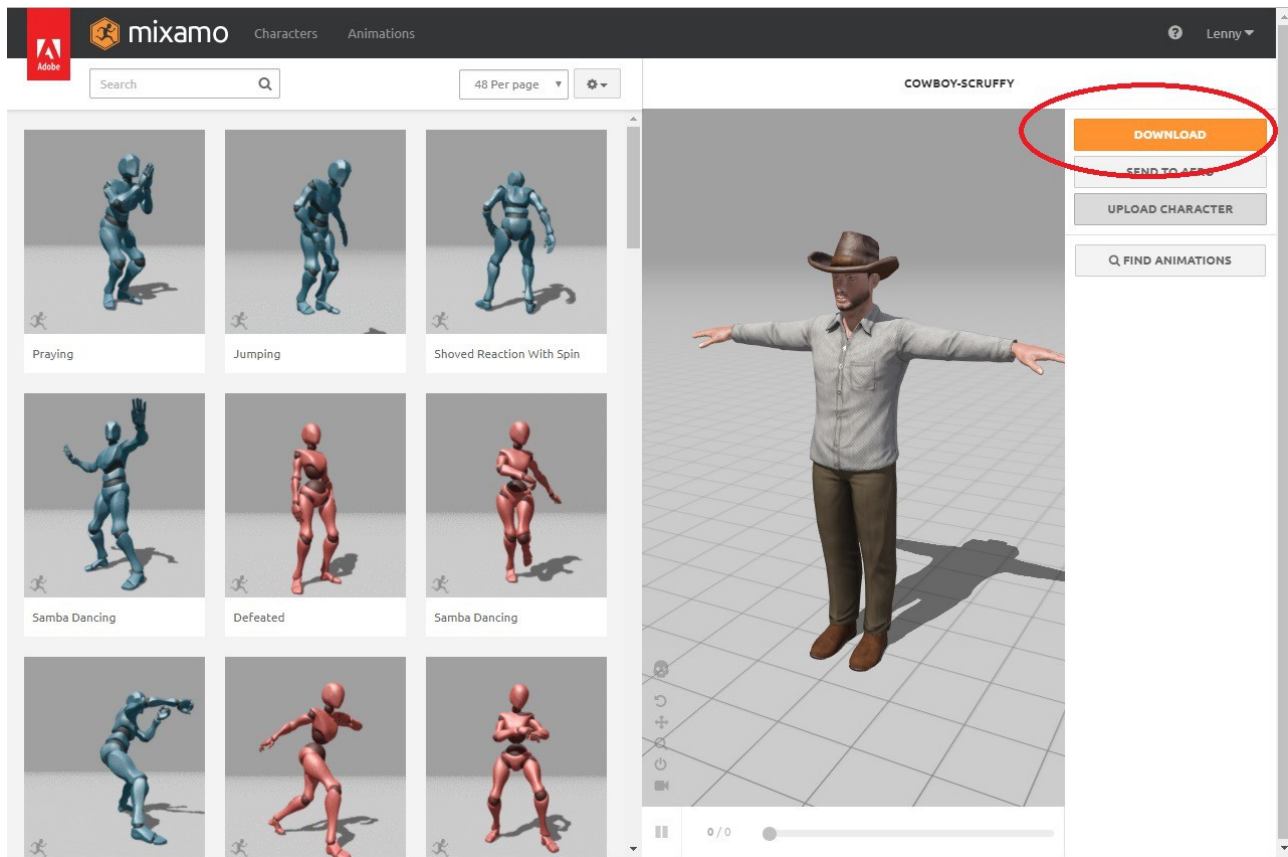


22. When you click “Next” the web page should look something like the picture below.

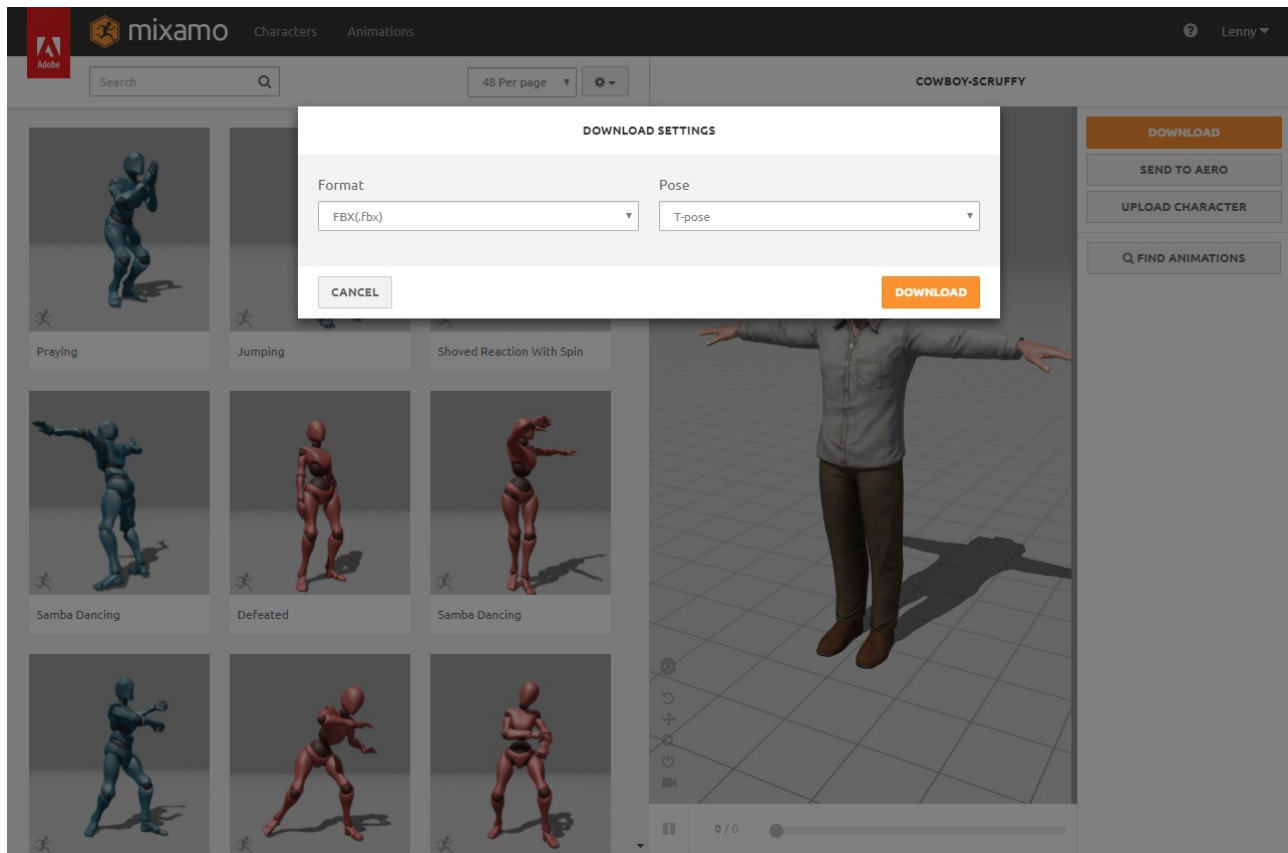


Notice that the model is in a “T” pose with the arms held straight out to the sides. This is as it should be.

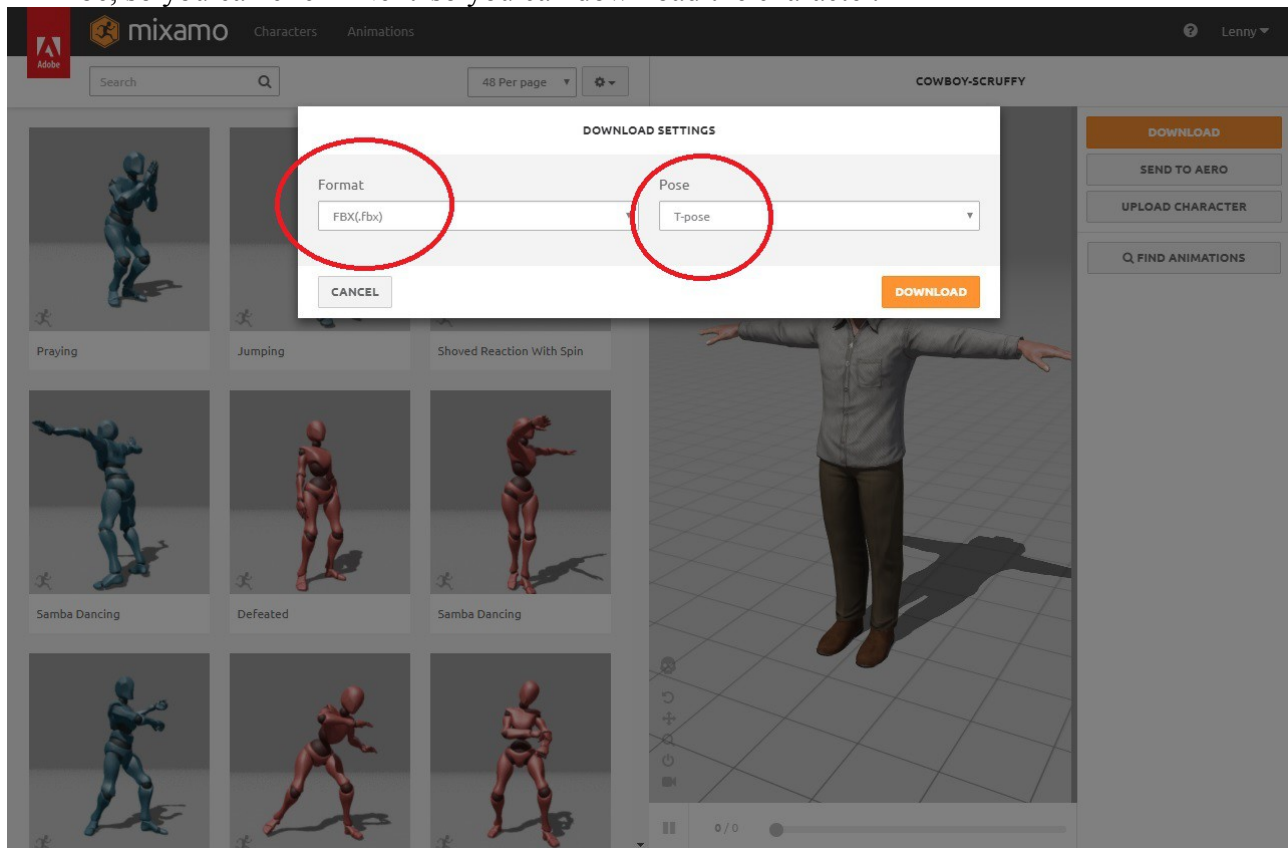
23. You will now need to download your rigged model by clicking download in the upper right corner of the web page. I have circled it in red in the picture below.



24. When you click to download, another window should appear, and it should look similar to the picture below.



25. You can notice that it lists the format as FBX, and the pose as “T” pose. This is how it should be, so you can click “Next’ so you can download the character.



26. When you download your character, it will have a high poly-count and FBX2GG will not be able to work with a high poly-count, so the model will need a decimate tool to decrease the poly-count.

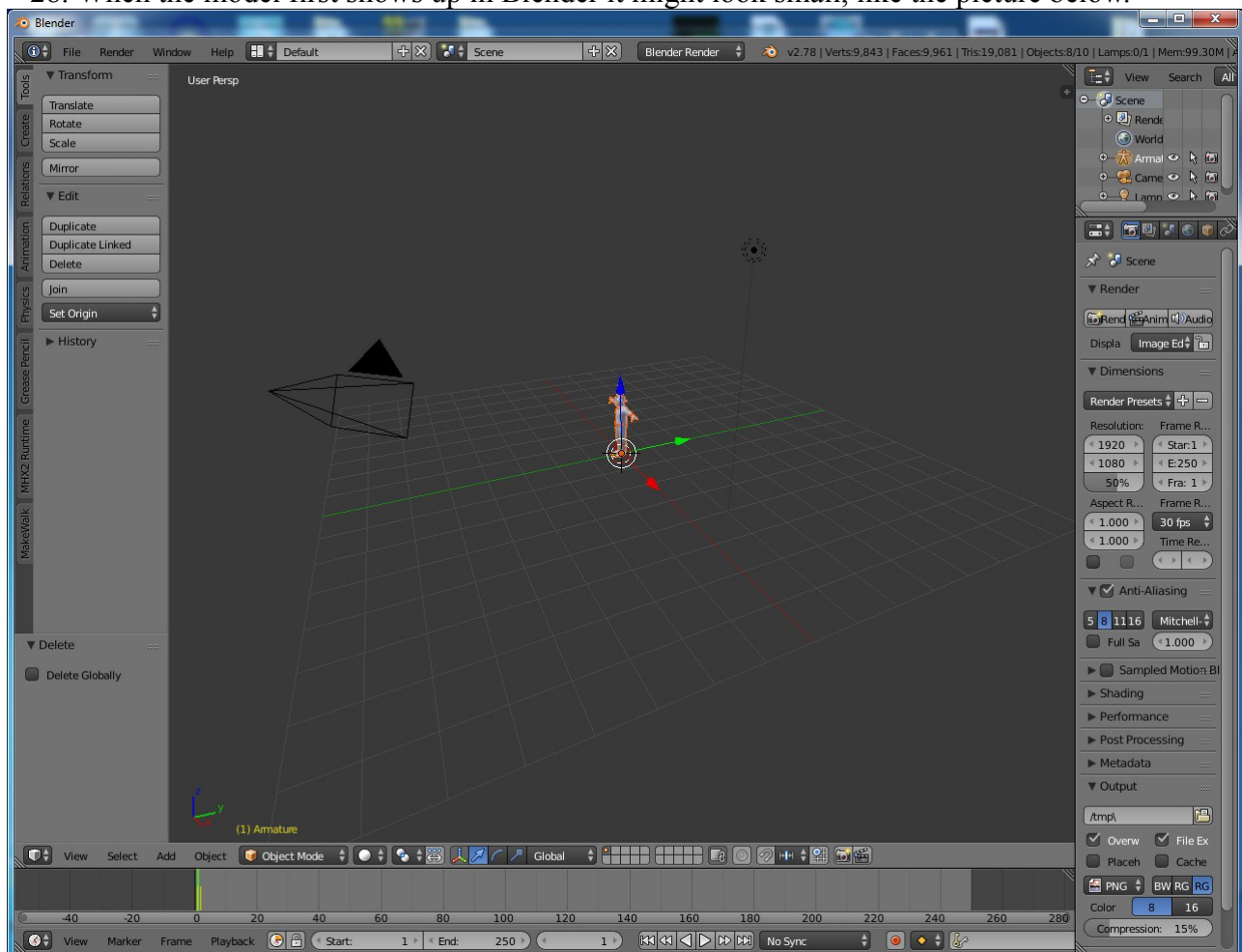
The Mixamo website had a decimate tool a long time ago, but their company got rid of it. The model needs to drop 20% of the polygons down to 80%.

I use Blender 2.79 to decimate my Fuse models, and the process is quite quick and easy. If you want to use another decimate tool, you can feel free to use whatever you prefer.

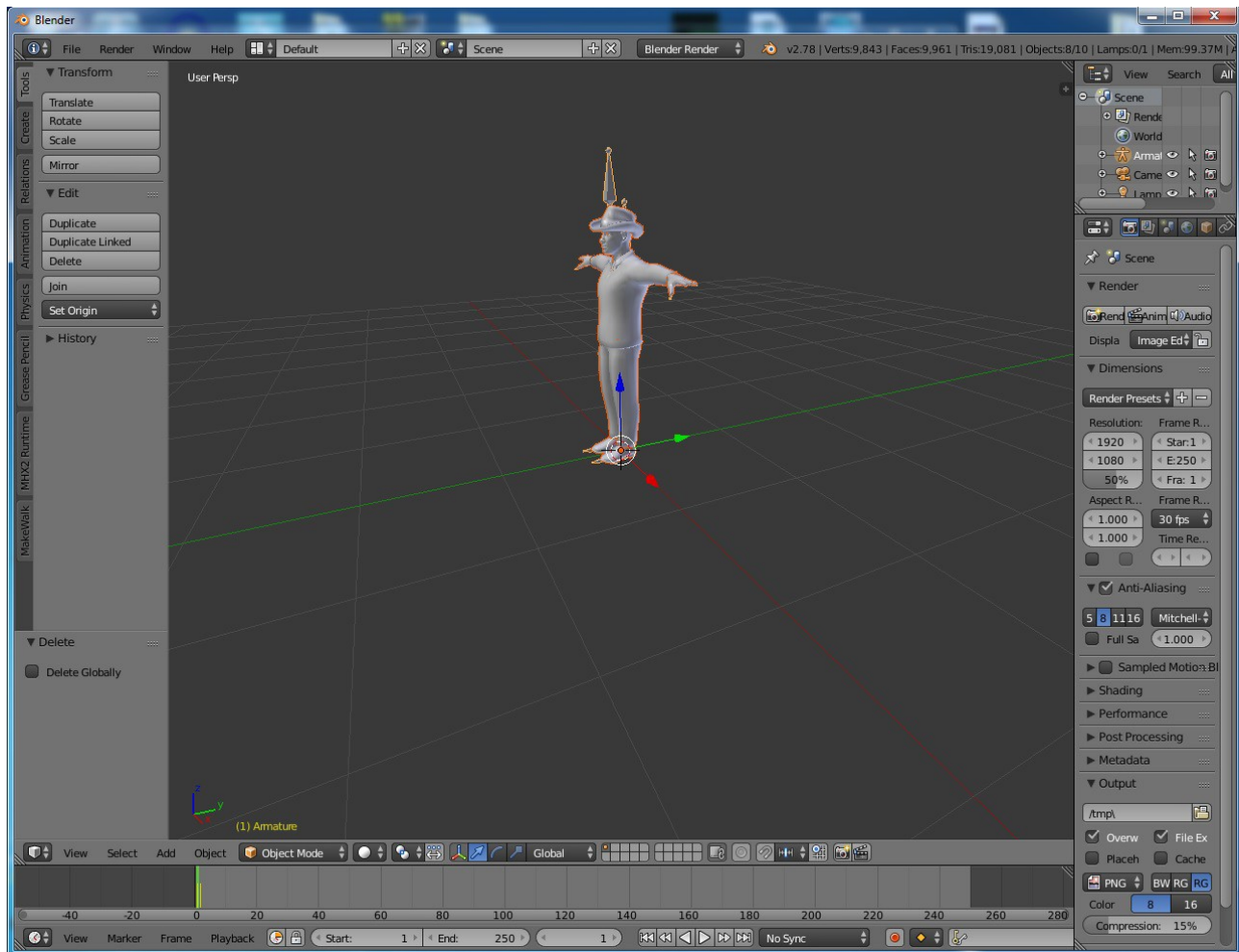
If you are going to use another decimate tool you might wish to skip ahead to instruction 44.

27. In Blender 2.79 you will need to import an FBX. This will bring your character into Blender so you can decrease the poly-count. You can find the import button by clicking file, and the button will be low on the list in the drop down menu. Another menu will pop out and in the list will be FBX. Click it and find your model and click to import it.

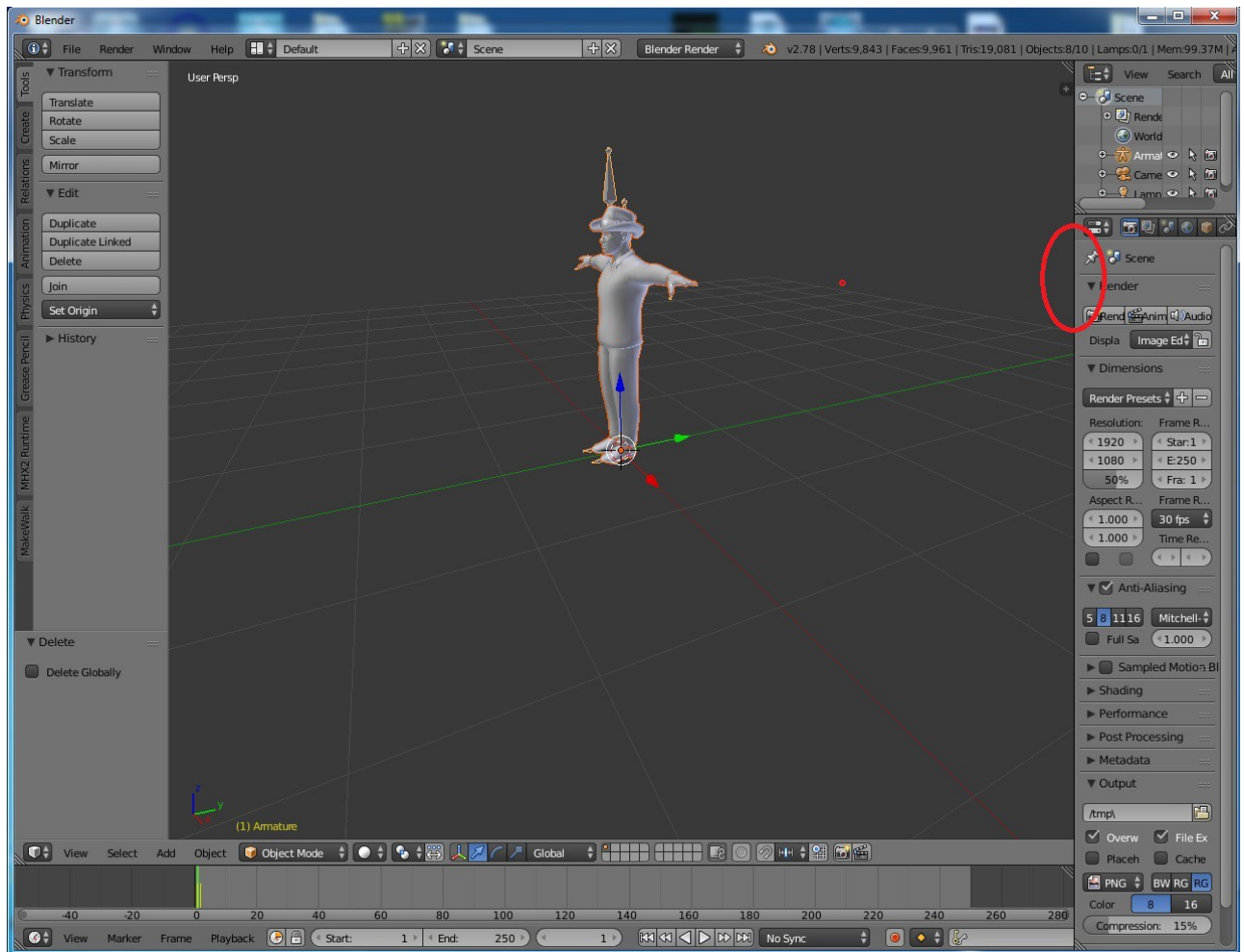
28. When the model first shows up in Blender it might look small, like the picture below.



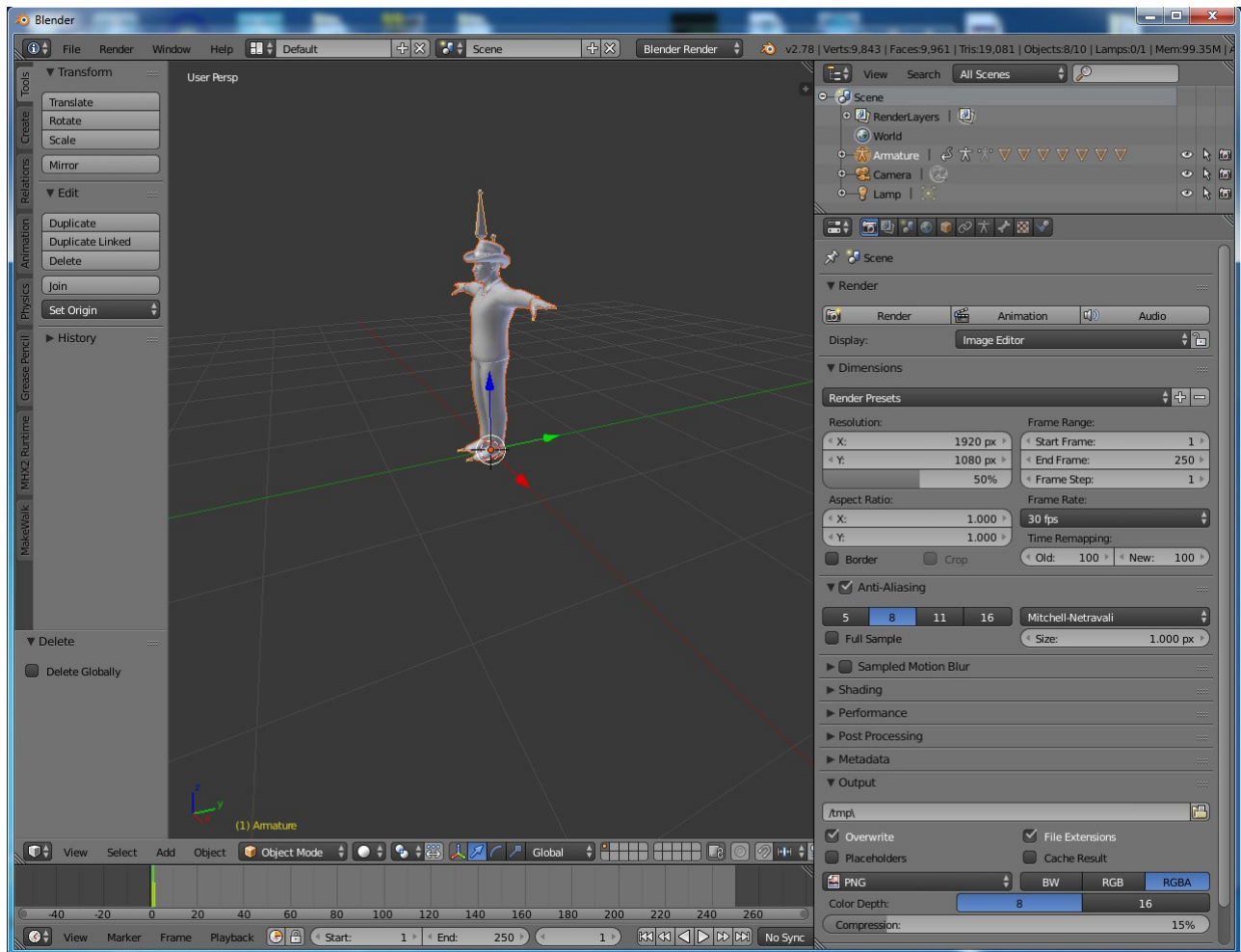
If you hold your cursor over the middle of the Blender window and roll your mouse wheel forward, it should zoom in on the character, like the picture below.



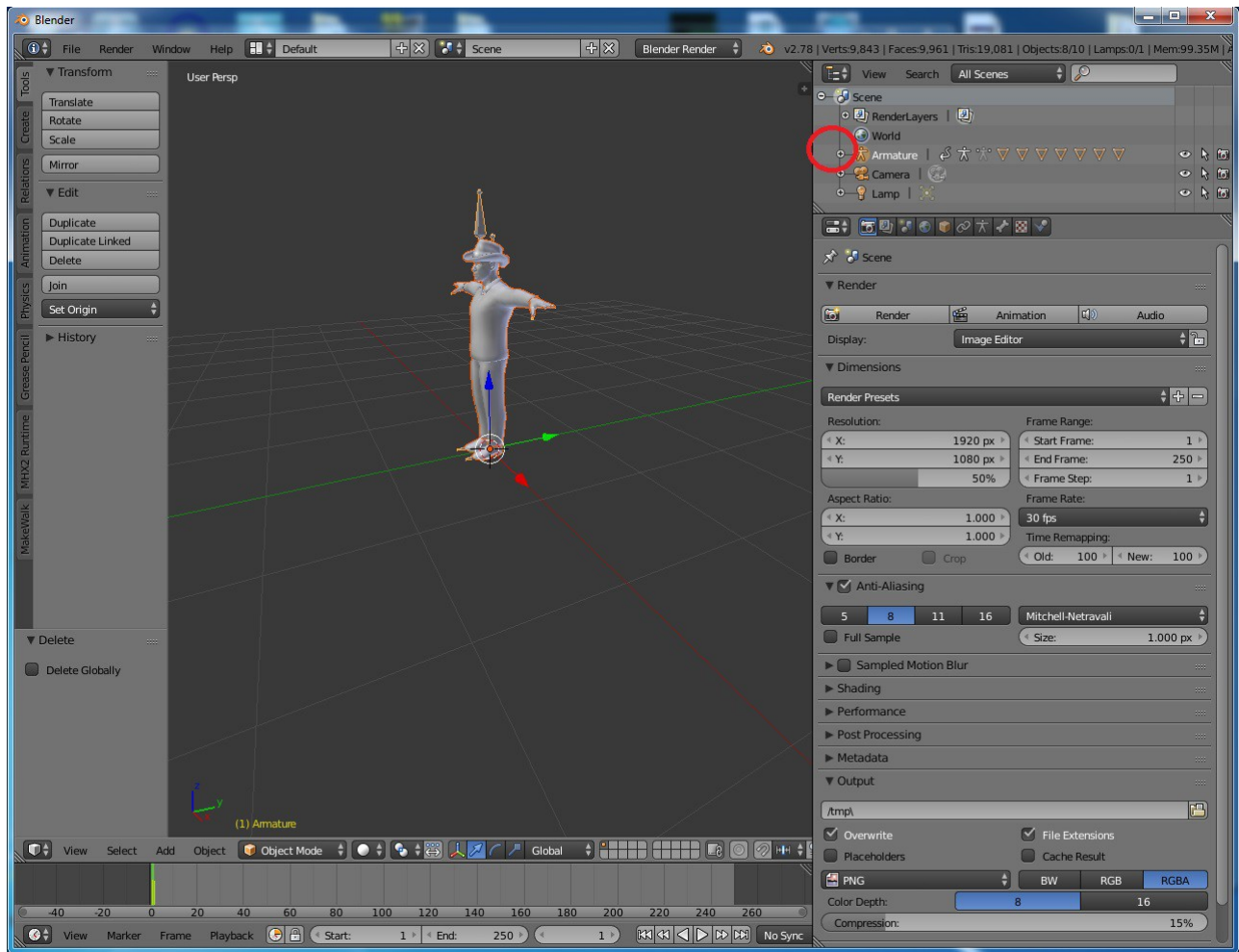
29. You might want to put your cursor over the edge of the side menu, hold down the left mouse button and pull the left menu out a bit. Pull the edge with the red circle in the picture below.



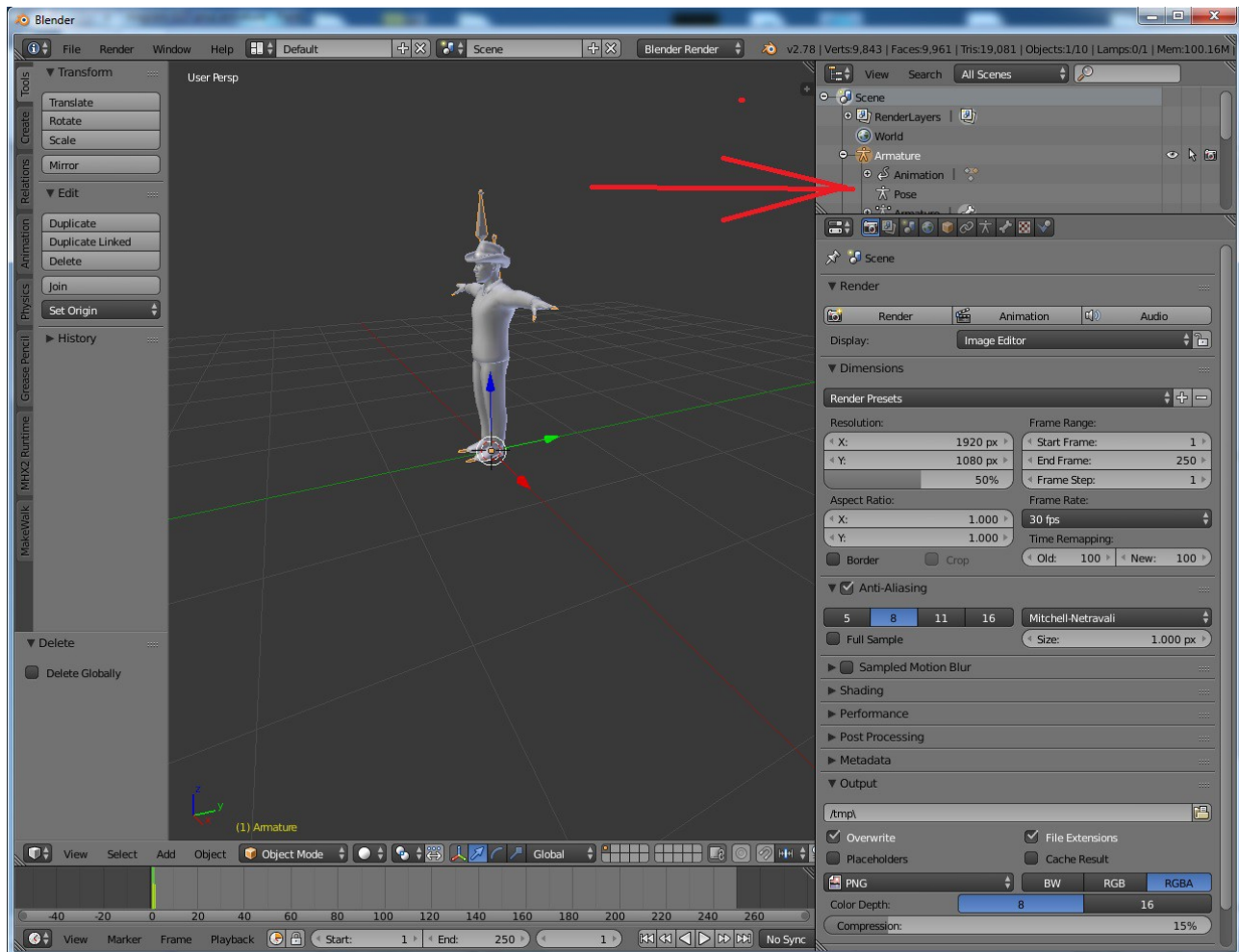
When you pull it out it should look like the picture below.



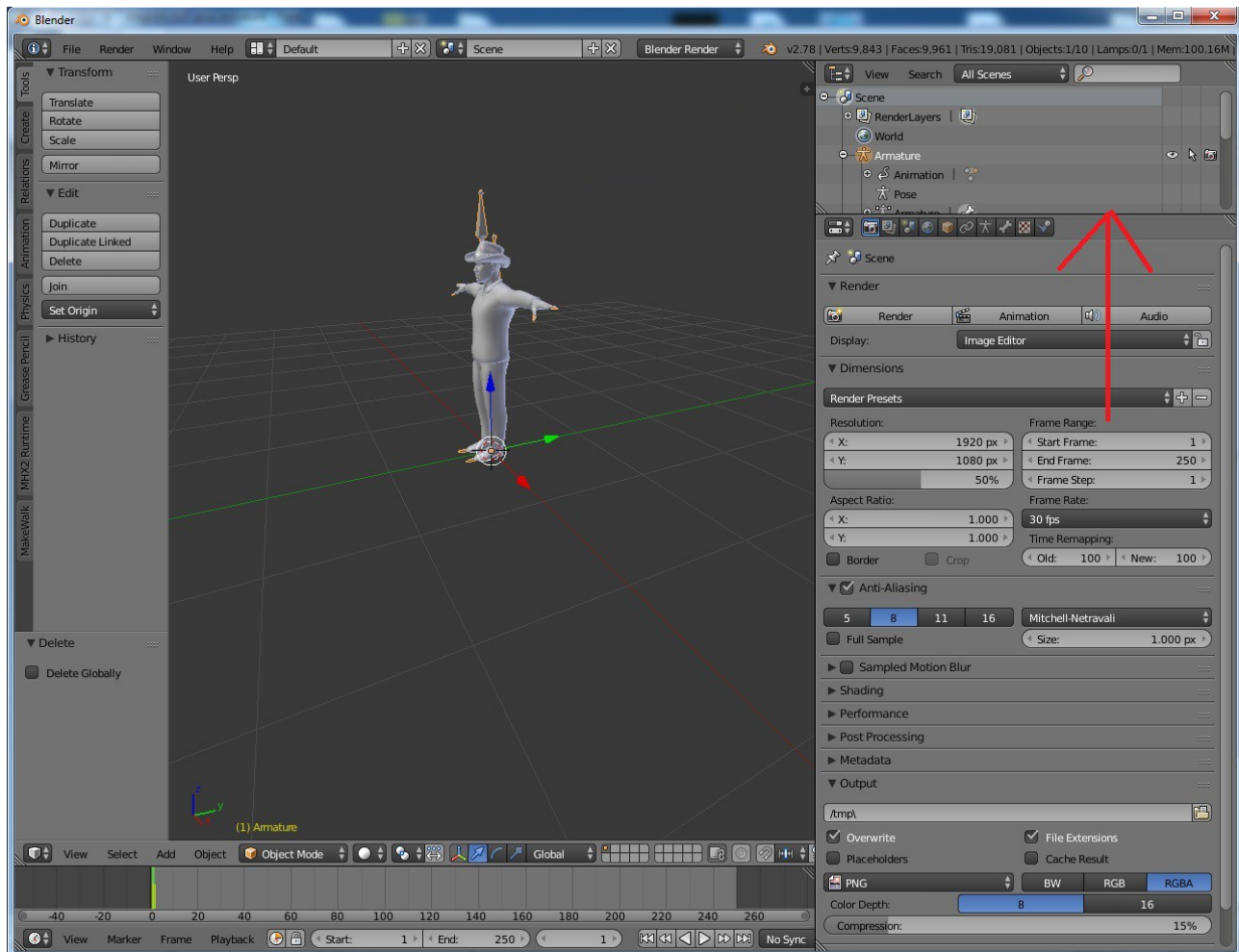
30. In the upper corner click on the “+” symbol next to the word “Armature”. It should make a few words appear similar to a drop down menu. It should be circled in red in the picture below.



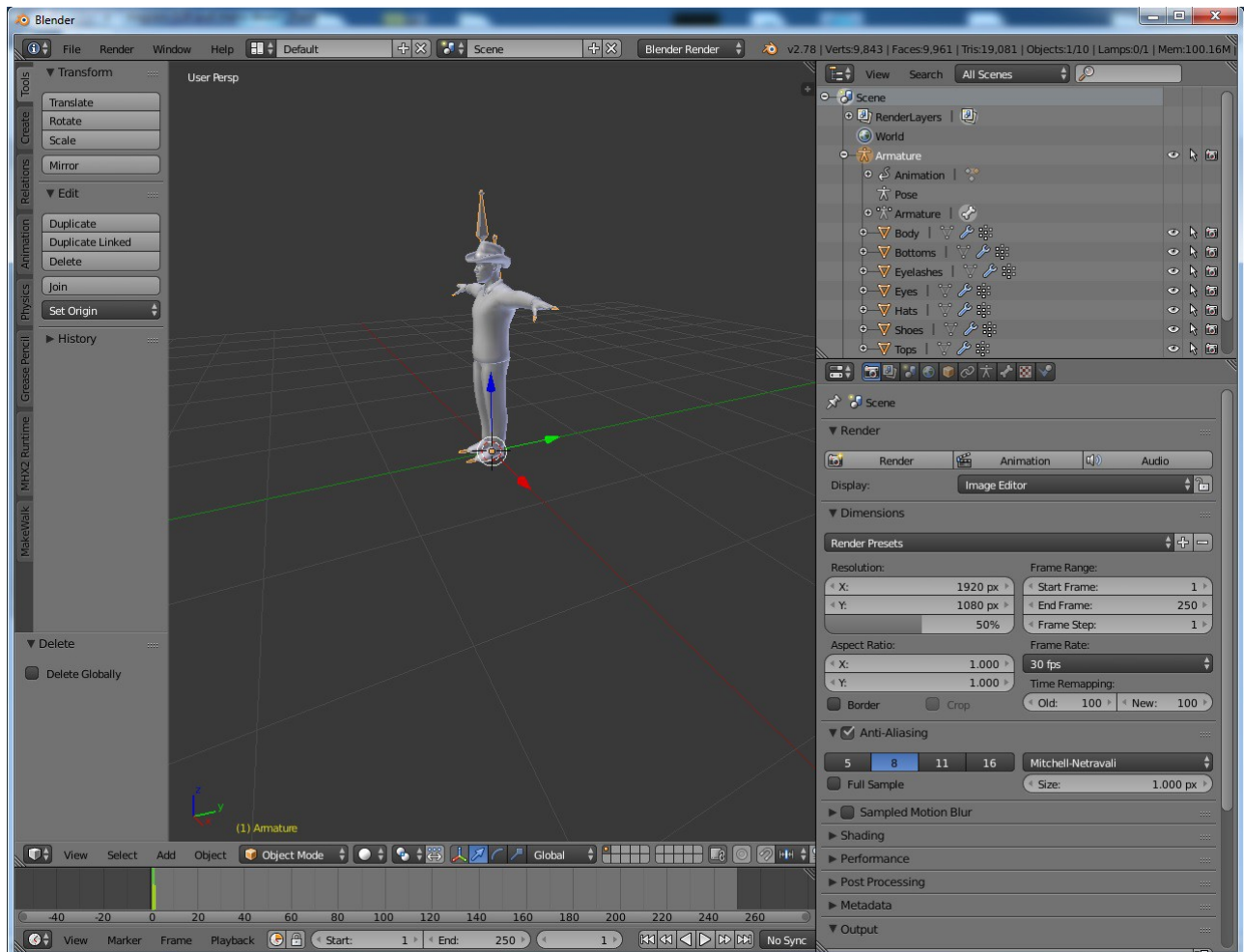
It should end up like the picture below.



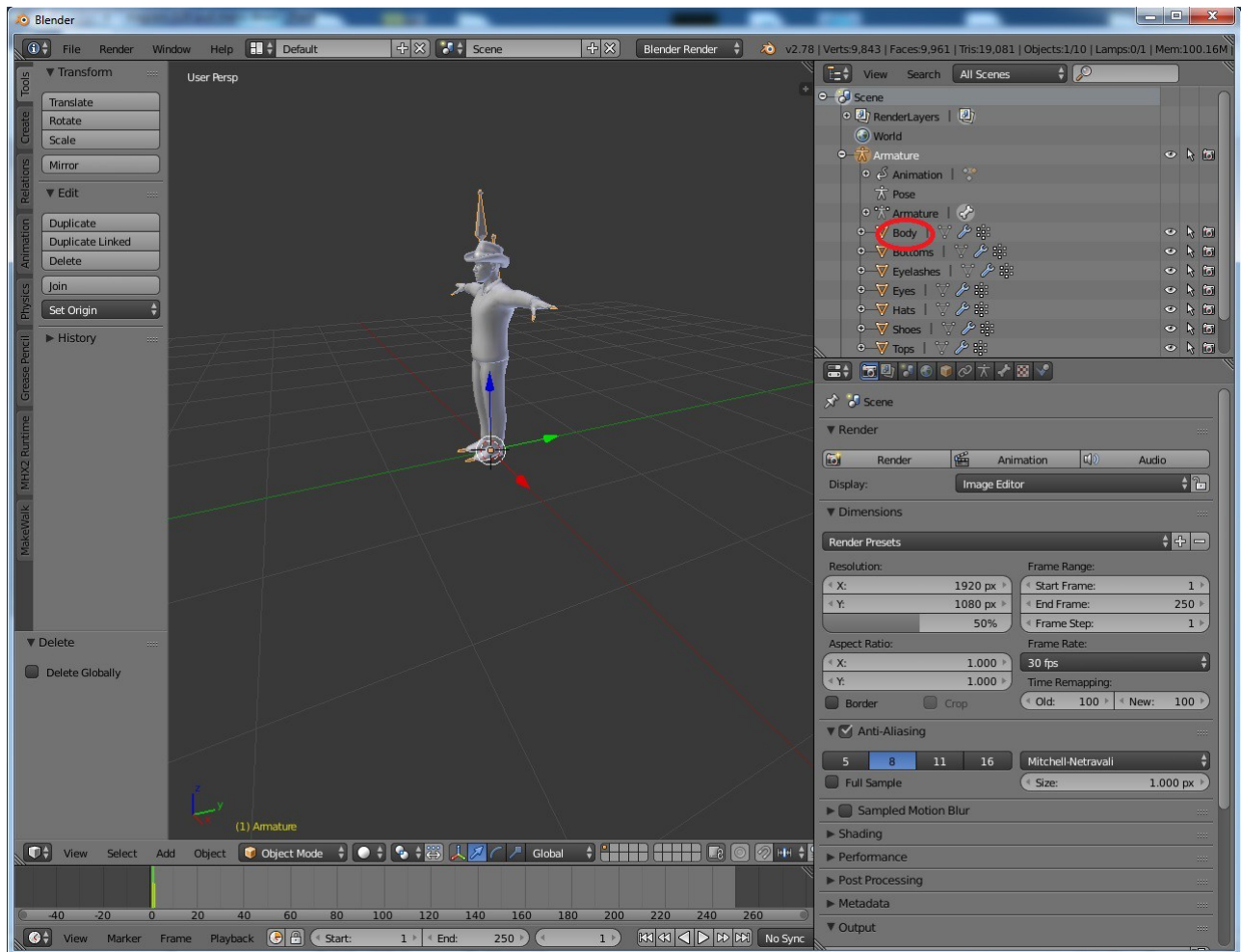
31. It might be good here to hold your cursor over the separation line just below the drop down section and so you can see the menu better. Pull the section down where the red arrow shows in the picture below.



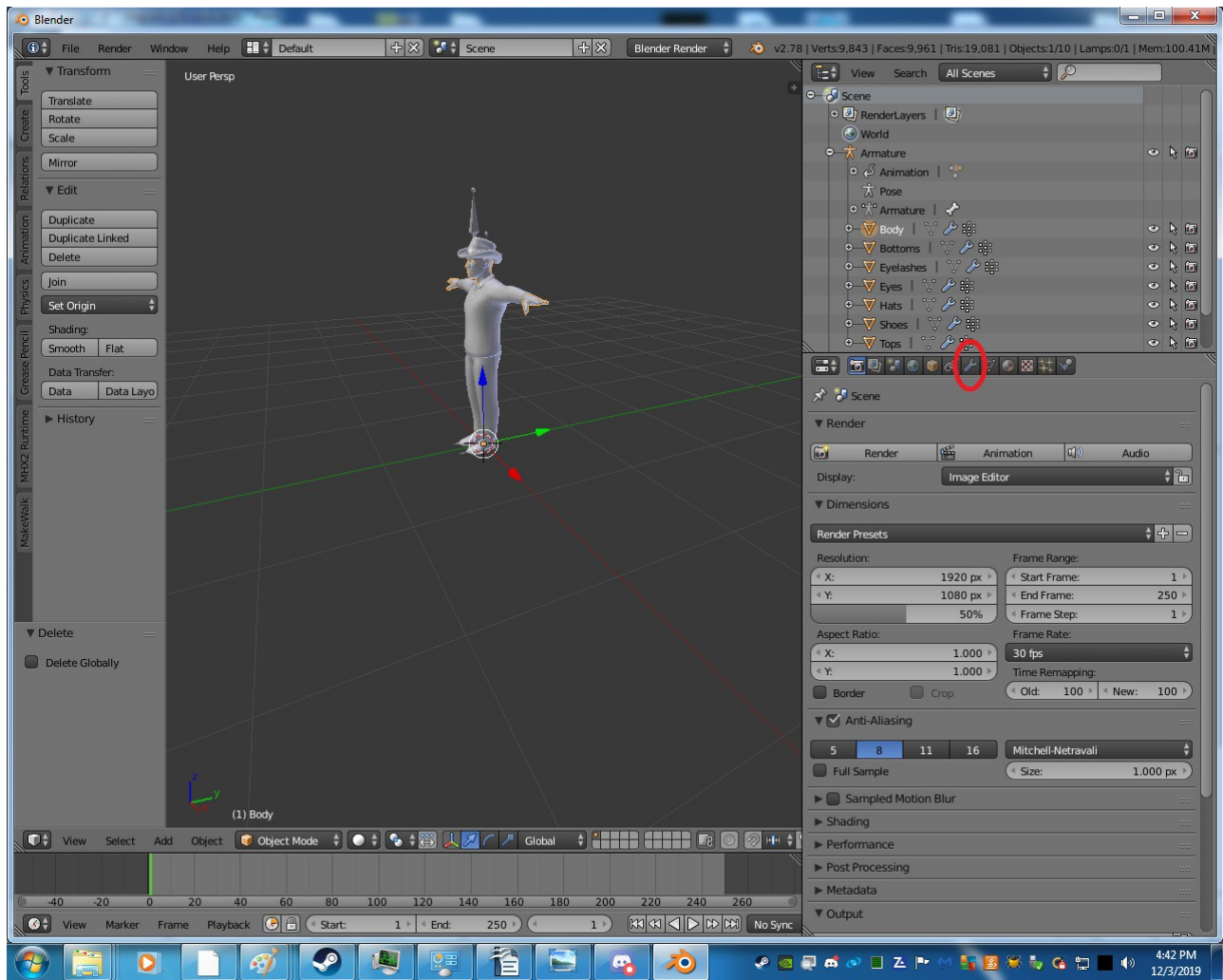
It should end up looking like the picture below.



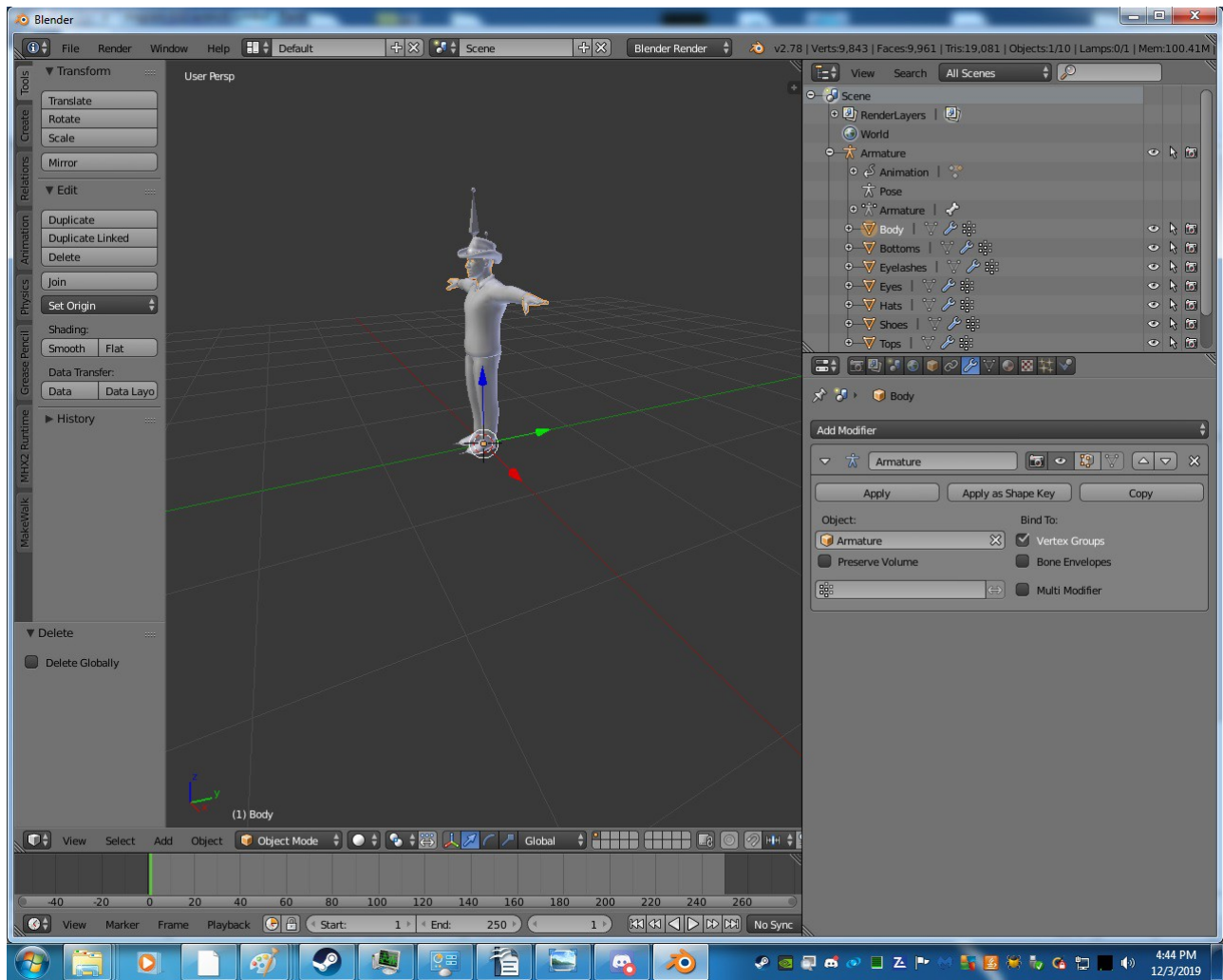
32. You will then need to click on the word body in the menu. It is circled in red in the picture below.



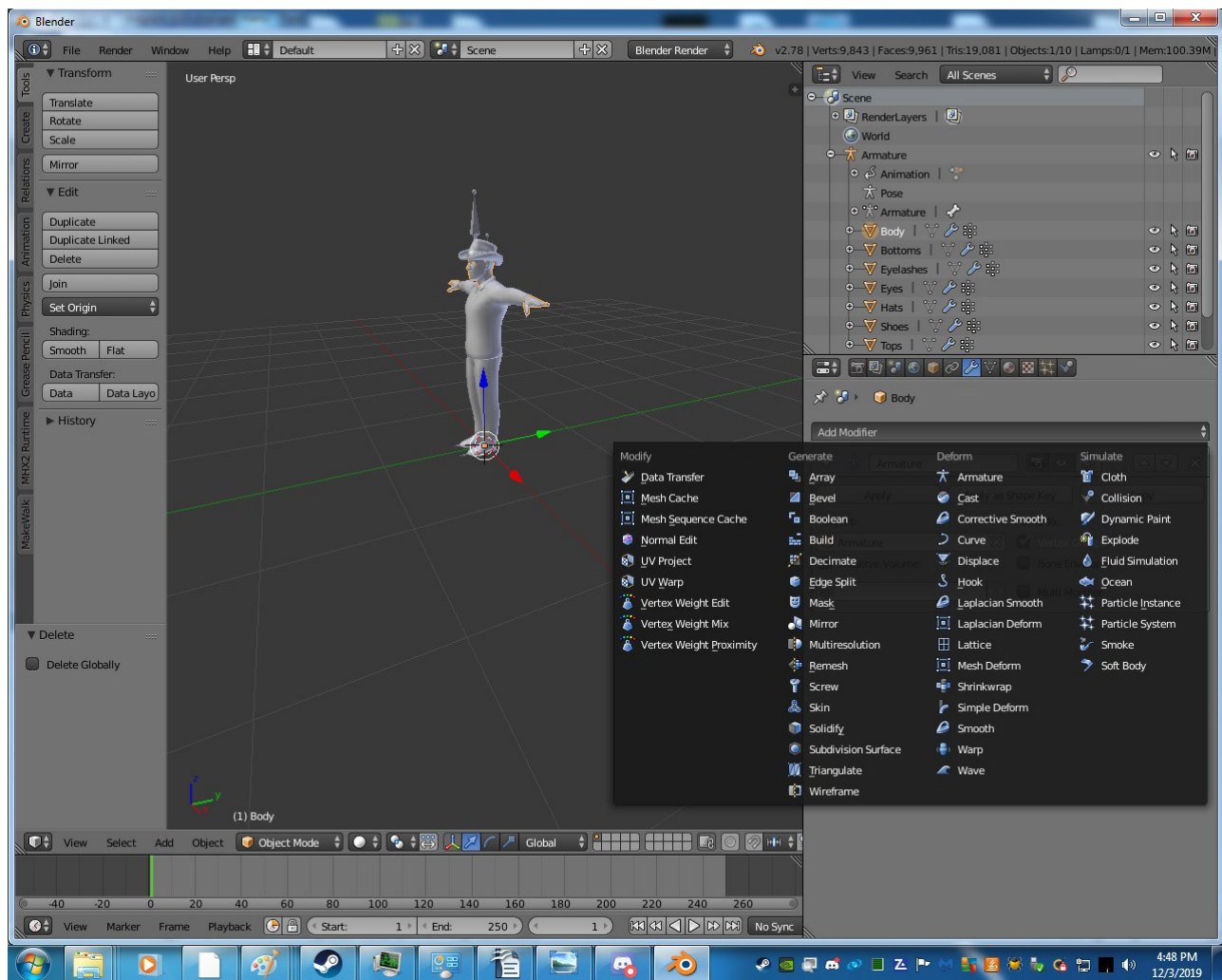
33. You will then need to click on the small wrench symbol in the dark tool bar below. It's circled in red in the picture below.



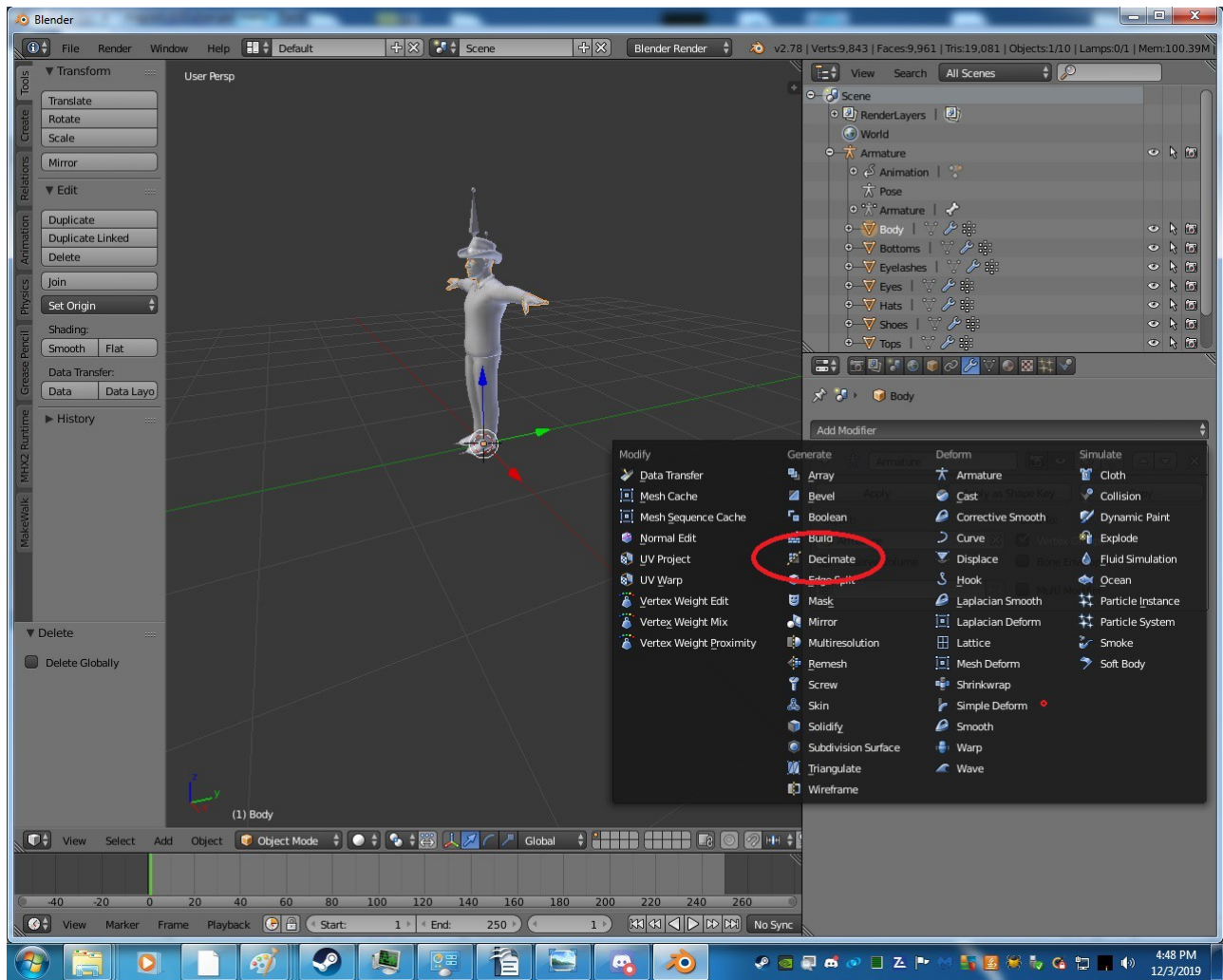
34. When you click on the wrench symbol, the menu below it should change. It should look like the picture below.



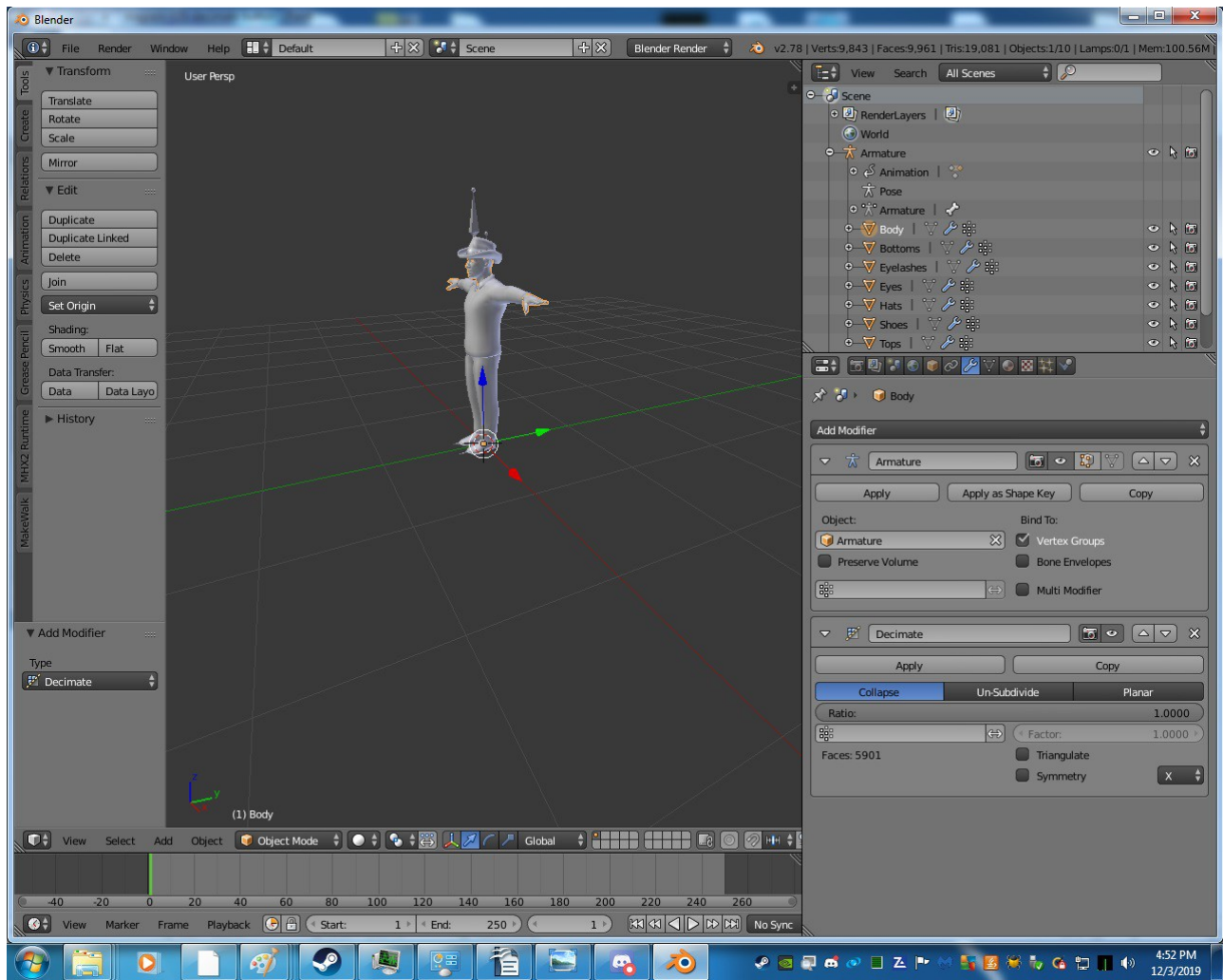
35. In the dark bar below, it should say “Add Modifier”. You need to click on that, and when you do another menu will drop down. It should look similar to the picture below.



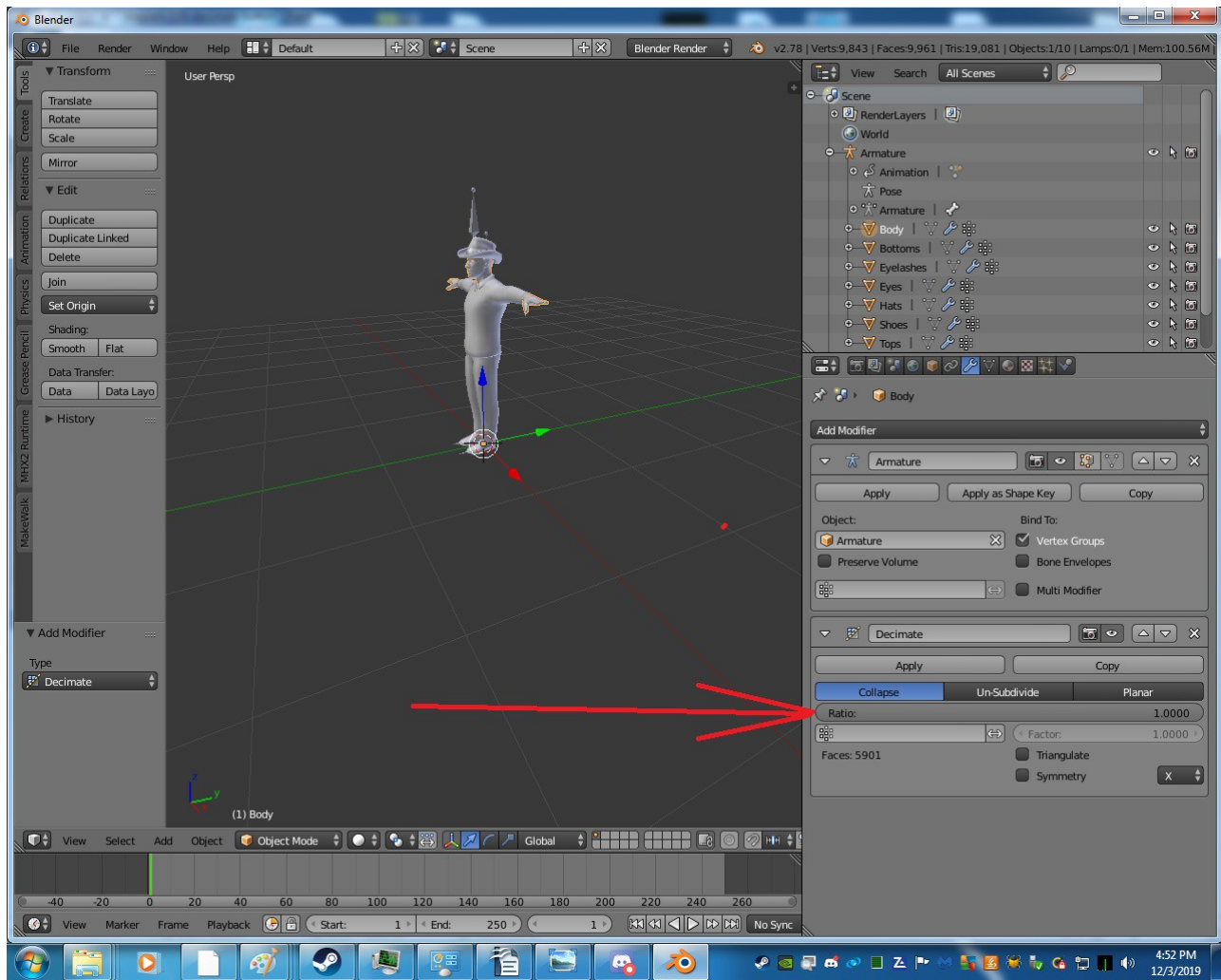
36. You will need to click on the button labeled “Decimate”. It is circled in red in the picture below.



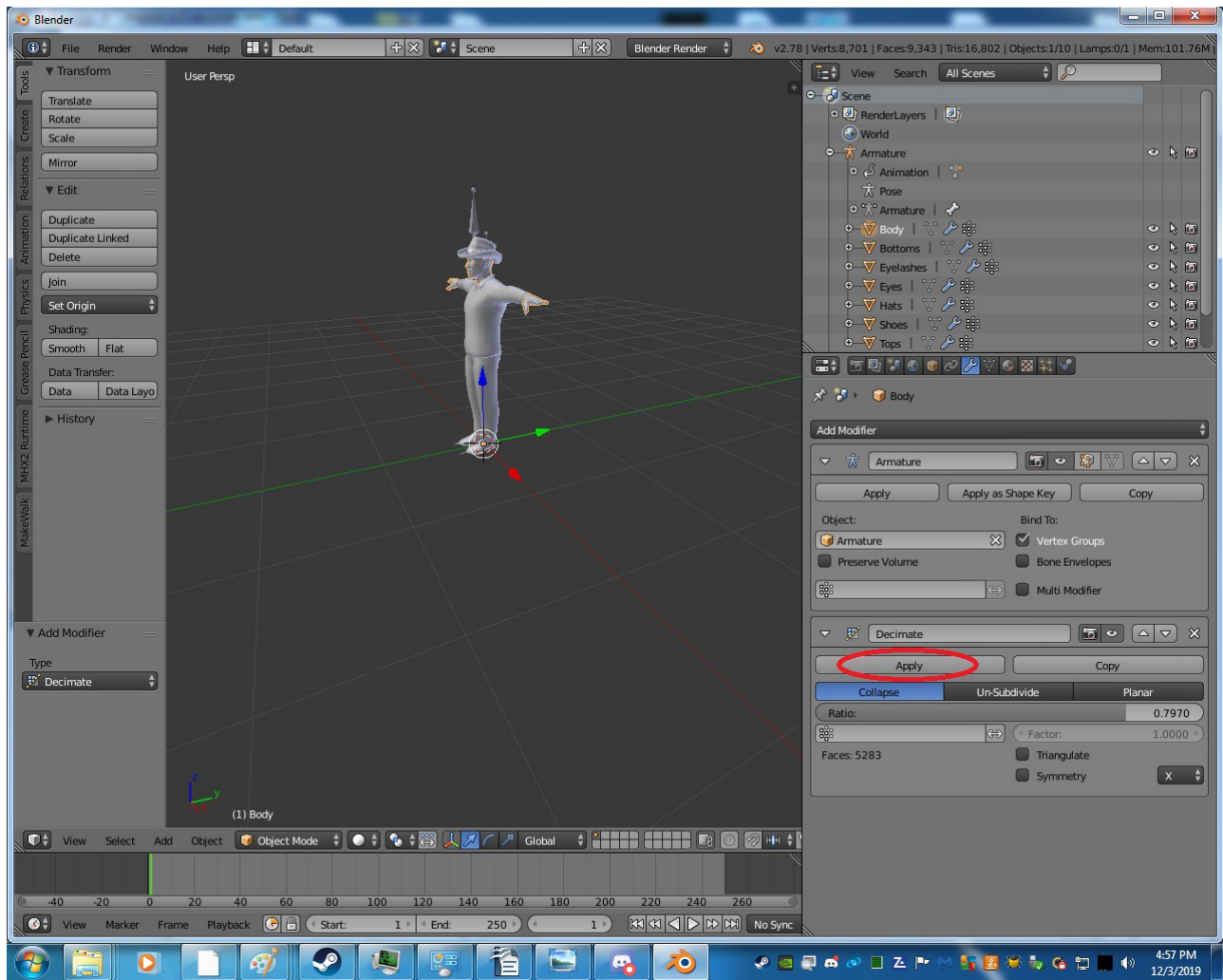
37. When you click on decimate, the menu below will change again, and it should look like the picture below.



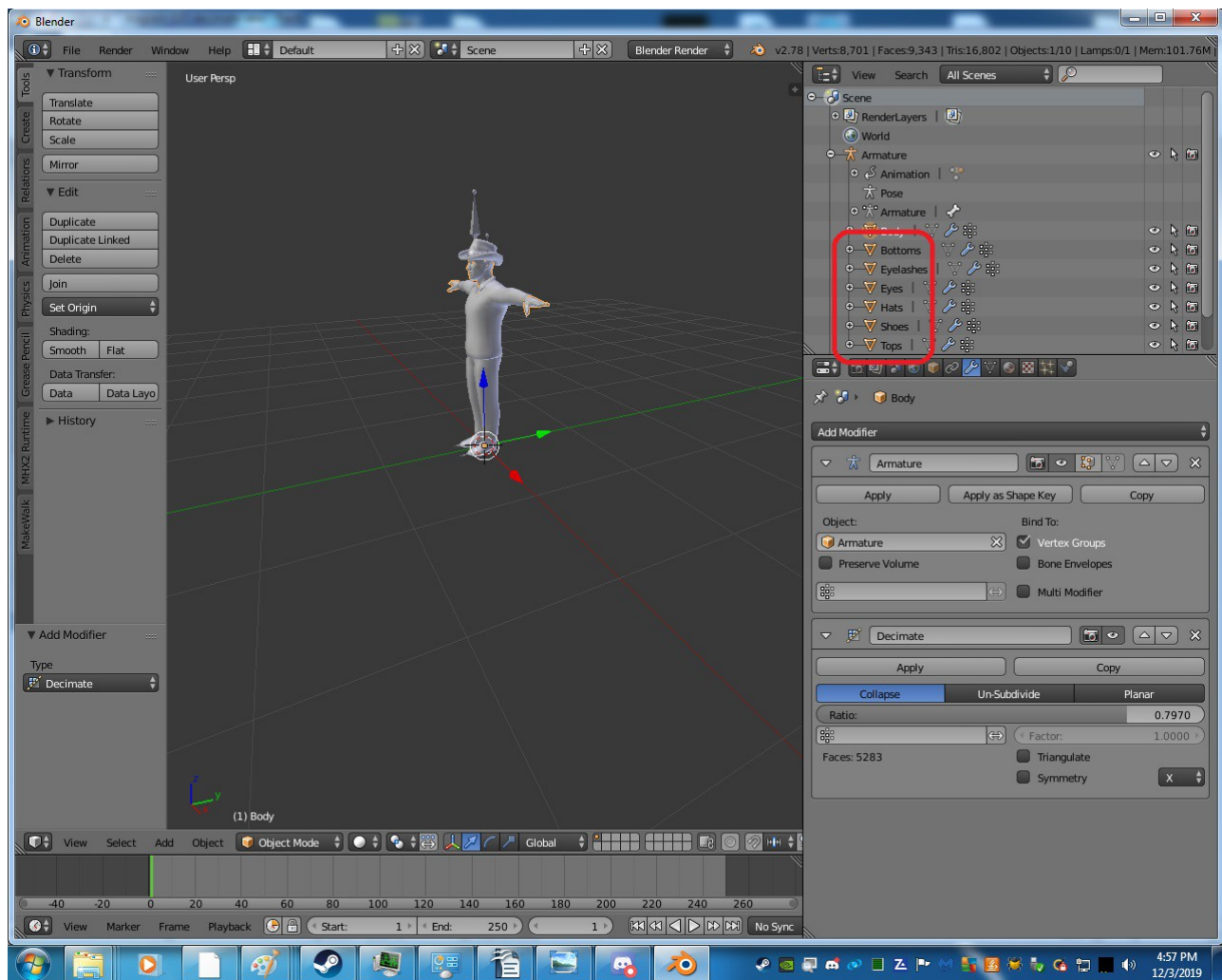
38. There should be a bar below the blue button. It is in the picture below with a red arrow pointing to it.



39. Go to the right of that bar where it shows the number 1.0000. Hold your cursor over those numbers and hold down the left mouse button, and slowly pull the cursor to the left. You will see the number decrease. You will need to bring the numbers slightly lower than 0.8000. In the picture below, you can see I brought them down to 0.7970 and that should be good.



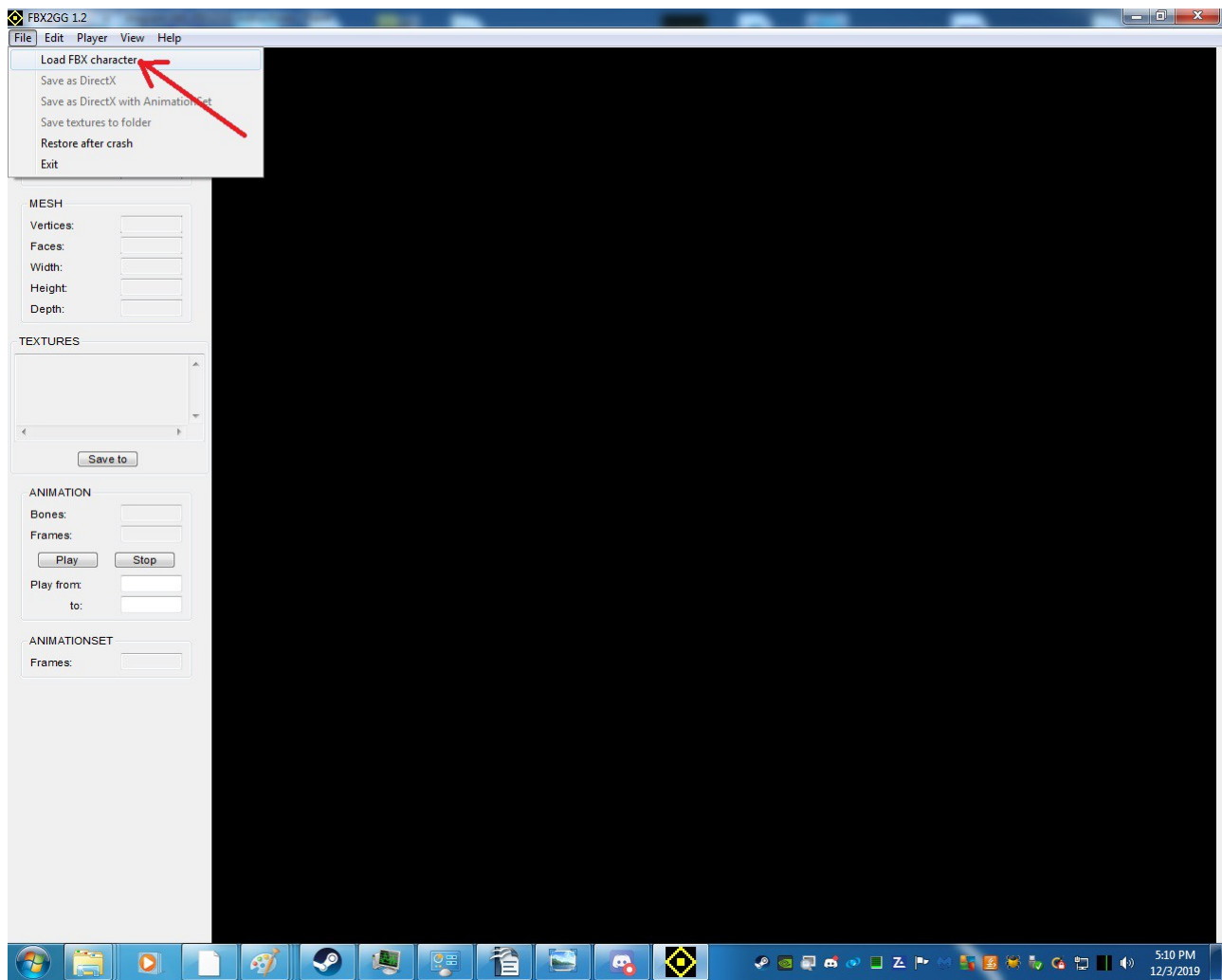
41. You will then need to repeat this process for all the other body parts listed so you can decimate them all. The rest of the list of body parts is circled in red in the picture below.



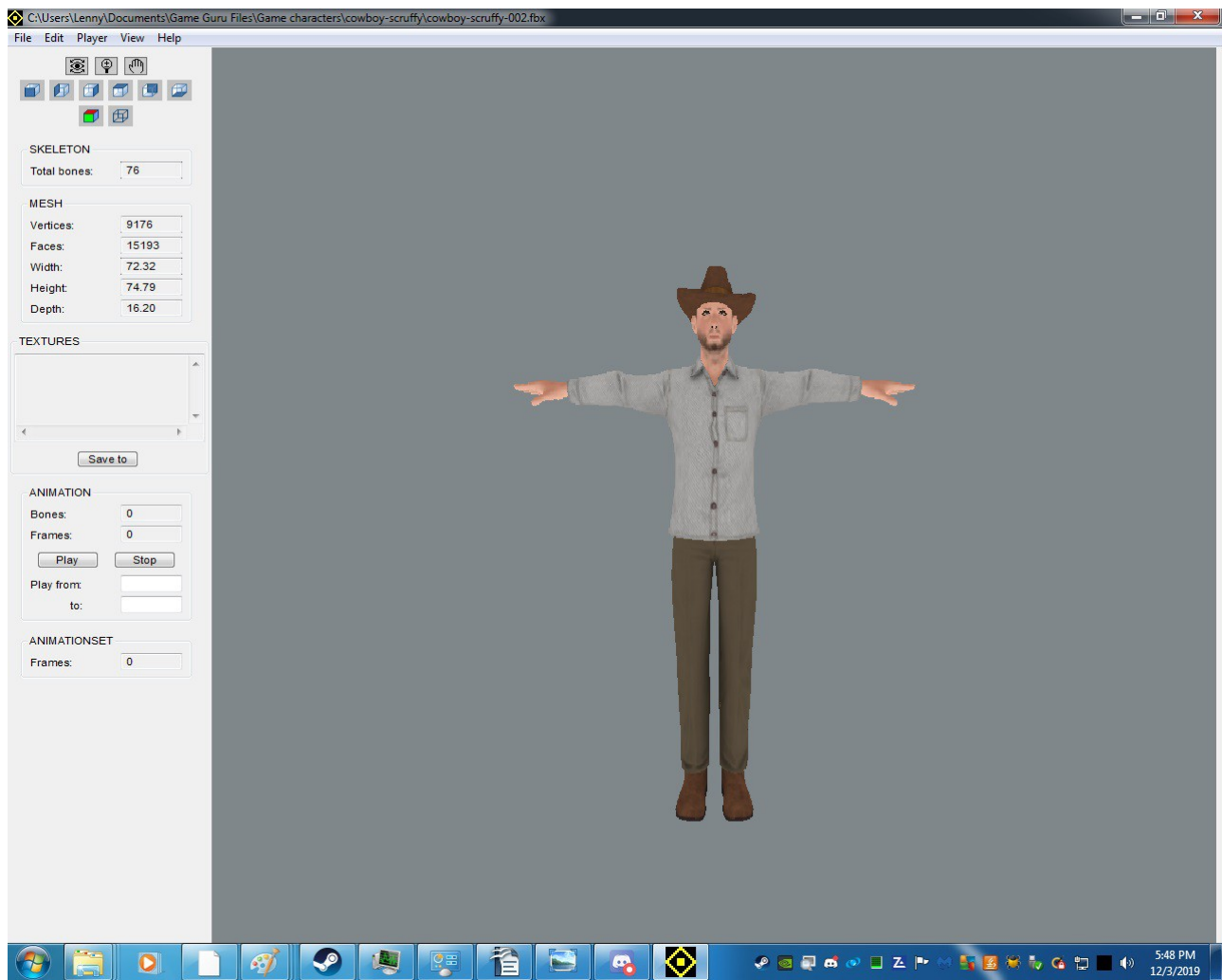
42. The only body part that doesn't need to be decimated is eyelashes because the poly-count of the eyelashes is so low.
43. When you are done decimating all those body parts, you can then export your model as an FBX file again. You click file in the upper left corner, then in the drop down menu click "Export" and in the side menu click "FBX".
44. You can now start using FBX2GG. When you boot up FBX2GG, it should look similar to the picture below. If FBX2GG will not process the character model, it might need to be decimated more. You should decimate it more, export it again and try to load it into FBX2GG again.

When using FBX2GG you should turn off other programs or else it can have frequent crashes. Turn off internet browsers, and other programs like GG, Fuse, Blender, or any type of game.

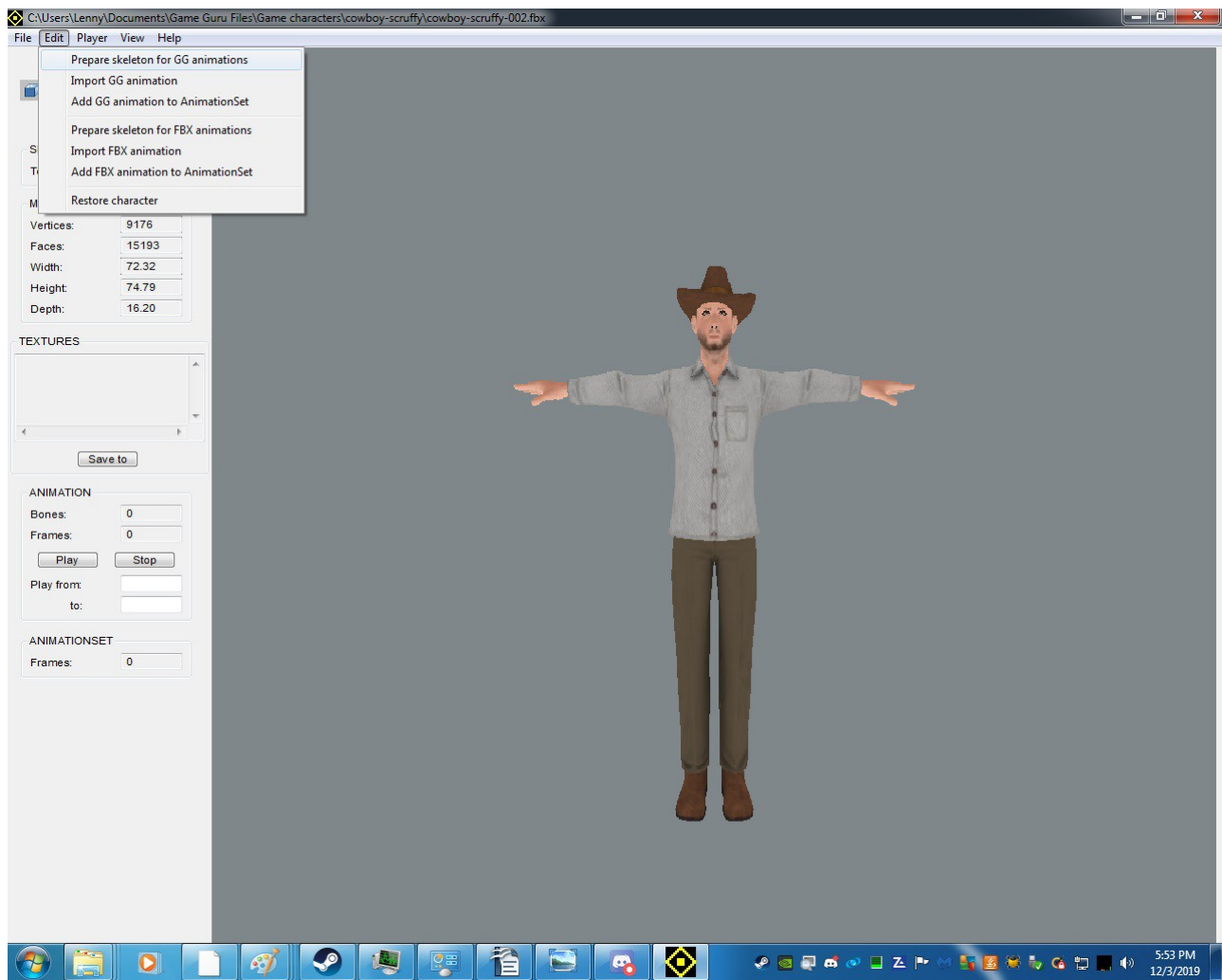
45. You should click file in the upper left corner of the window, and then in the drop down menu click "Load". It is pointed out by a red arrow in the picture below.



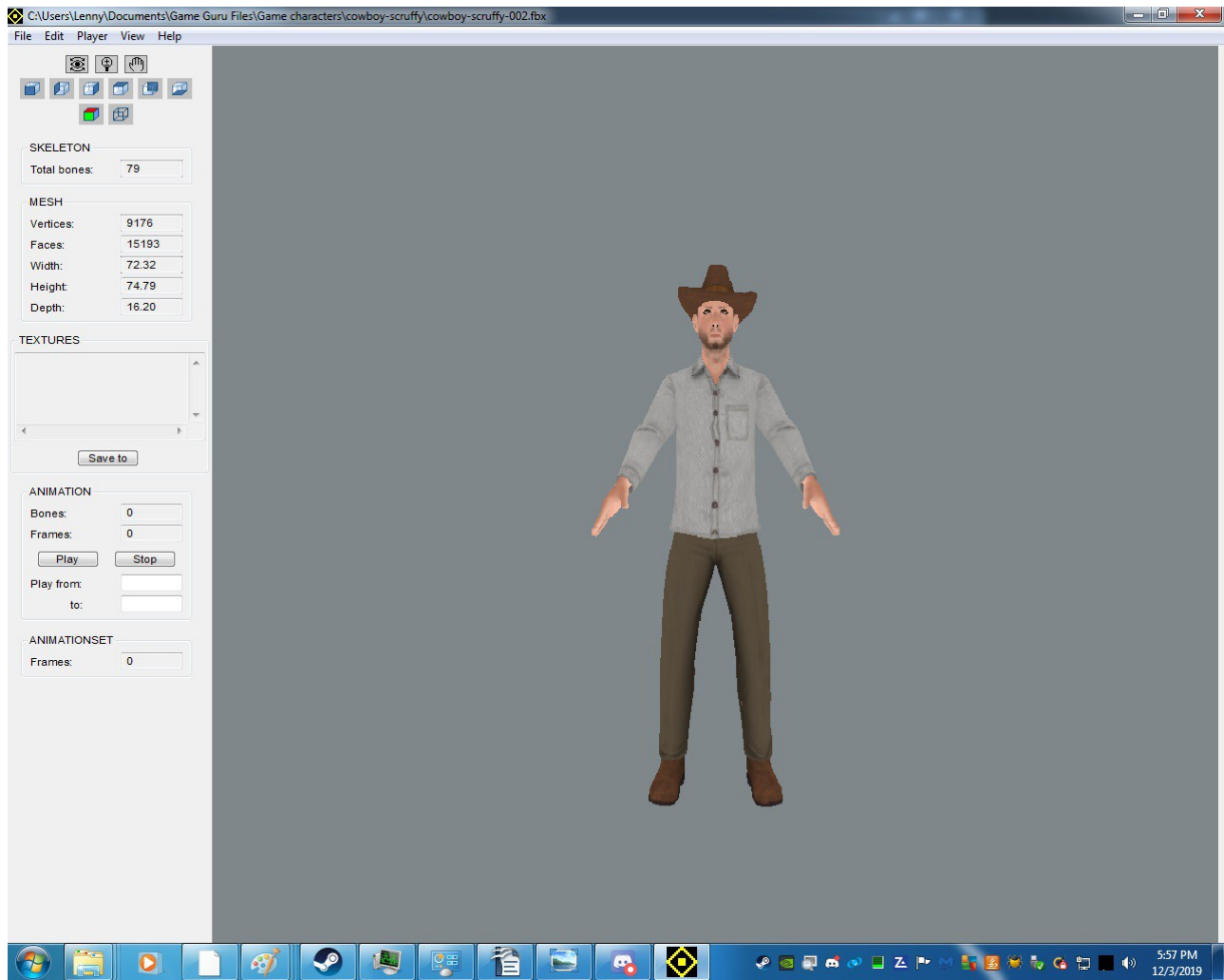
46. A window should appear that will allow you to find your character model on your PC so you can load it up into FBX2GG. When you load the character it should look similar to the picture below.



47. You should then click “Edit” in the upper left corner of the window. A drop down menu should appear that looks similar to the picture below.

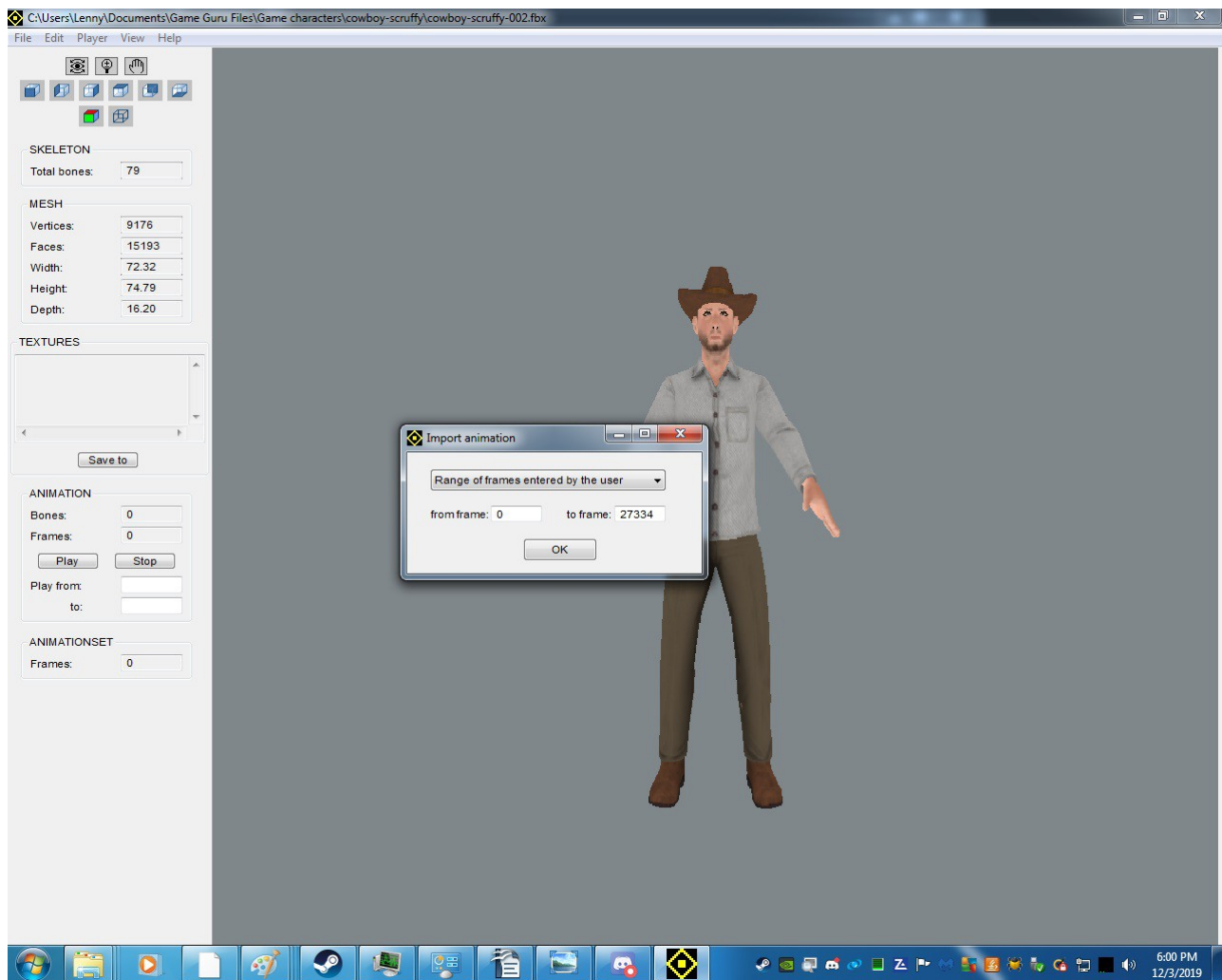


On the top line of the menu, click on “Prepare skeleton for GG animations”. This will leave your character with its arms down like the picture below.



48. You will now need to click “Edit” again, and in the drop down menu click “Import GG animations”.

A window will appear that should look like the picture below.



In the section of the window that shows the number 27334, you will need to change the number to 19401. This is the total number of GG animations, and it must be exactly 19401.

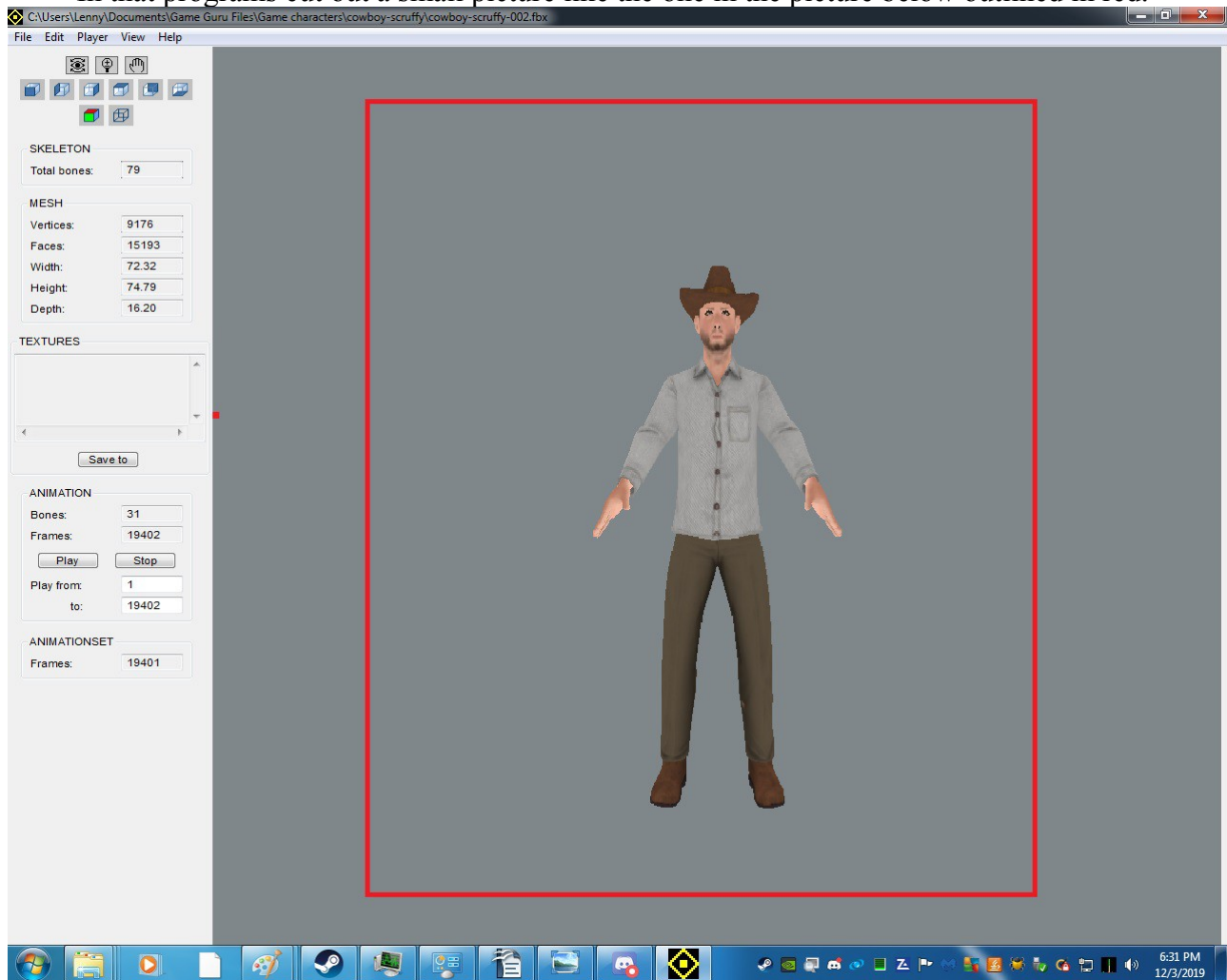
When you change it to 19401, click okay to start the process. It might take a few minutes to complete this part of the process.

49. When that process is completed, you will need to click “Edit” again, and in the drop down menu, click on “Add GG animations to animation set”. This process might take a few minutes.
50. When that process is done, you will need to save the model. You can do this by clicking “file” in the upper left corner. In the drop down menu, click “Save as DirectX with Animation Set”. You will need to save the model to a folder that is in the GG entity folder. I use the “User” folder and made a new folder in it, which I call “Fuse characters”. It's usual address on the hard-drive is C: /programs files/
(x86)/steam/steamapps/common/GameGuru/files/entitybank/user/fusecharacters

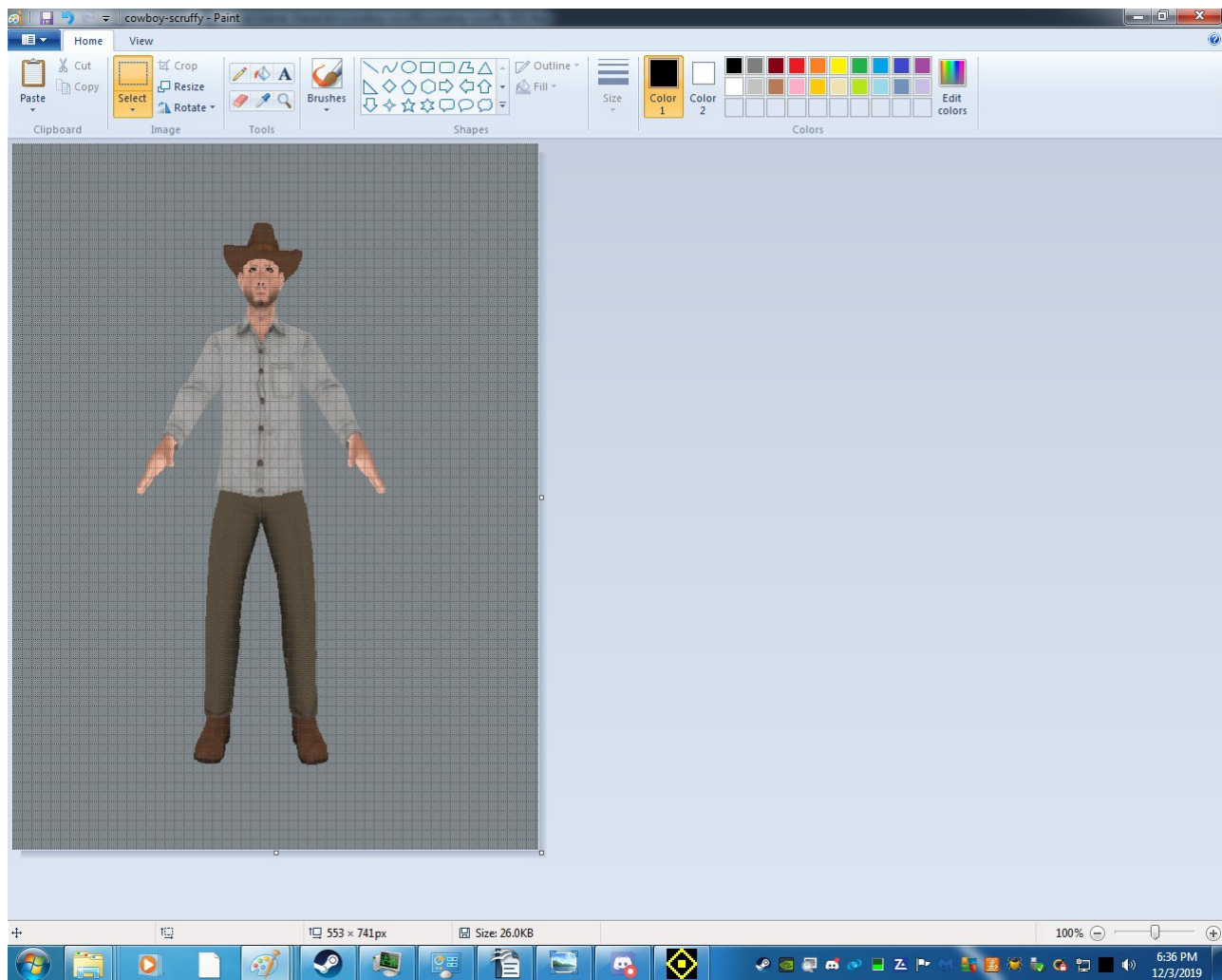
This process can take a minute or 2 also.

51. You might want to go back to the FBX2GG window and push your keyboard button for a screen shot. In the U.S. This button is labeled “SysReq”. You should then open a picture editing program like paintbrush or paint.net and edit the picture in that program.

In that programs cut out a small picture like the one in the picture below outlined in red.



When you have the smaller picture, it should look something like the picture below.



- Save this picture as a BMP image. Make sure it is saved in the same folder as you model and make sure it is called by the same name. If it's like mine, it should be in the folder
C: /programs files/
(x86)/steam/steamapps/common/GameGuru/files/entitybank/user/fusecharacters
52. If your model is called "MrGiovani", then your BMP picture should be called " MrGiovani". This is how you will find it to put the model into the GG editor. When you save the model, it should look something like the picture below.

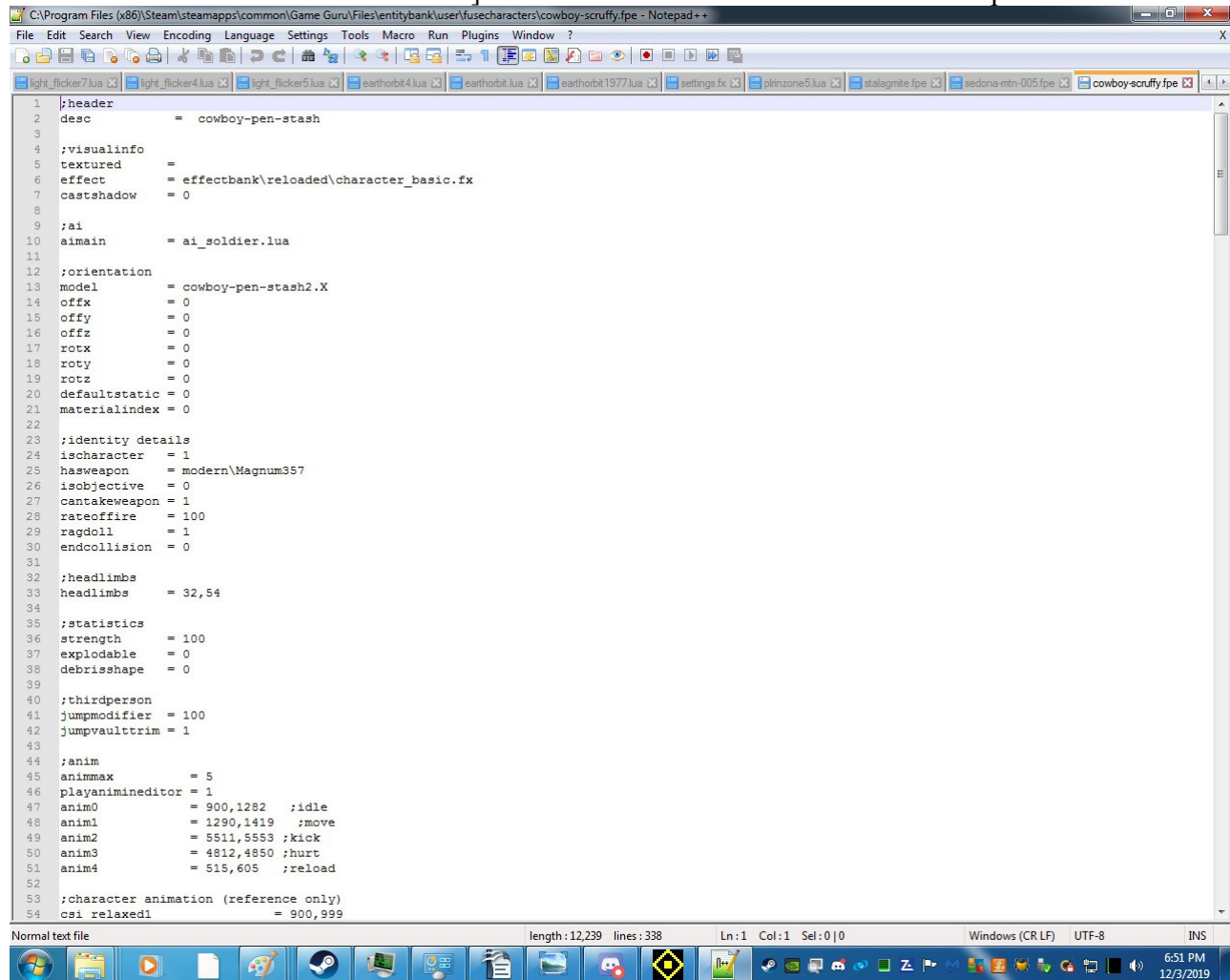


53. You will then need to get all your skin images diffuse, global, normal and specular so you can put them into your entity bank folder where you put the model. You will need to make sure all of these start with the same name or make sure that when we get a FPE file, we will note that it is textured with the diffuse skin.
54. You will now need an FPE file from another character model. You can easily get this by quickly making one with GG's Character Creator. When you go to your user folder where the Character Creator model was saved [usually called "charactercreator"], you can copy the FPE file and put

it into the folder where your Fuse model was saved.

You will now need to change the FPD files name to match the name of the Fuse character you saved.

You will then need to open the FPE folder [preferably in a program like Notepad++ which is available on the internet for free]. Your FPE file should look similar to the picture below.



```
1 ;header
2 desc = cowboy-pen-stash
3
4 ;visualinfo
5 textured =
6 effect = effectbank\reloaded\character_basic.fx
7 castshadow = 0
8
9 ;ai
10 aimax = ai_soldier.lua
11
12 ;orientation
13 model = cowboy-pen-stash2.X
14 offx = 0
15 offy = 0
16 offz = 0
17 rotx = 0
18 roty = 0
19 rotz = 0
20 defaultstatic = 0
21 materialindex = 0
22
23 ;identity details
24 ischaracter = 1
25 hasweapon = modern\Magnum357
26 isobjective = 0
27 cantakeweapon = 1
28 rateoffire = 100
29 ragdoll = 1
30 endcollision = 0
31
32 ;headlimbs
33 headlimbs = 32,54
34
35 ;statistics
36 strength = 100
37 explodable = 0
38 debrisshape = 0
39
40 ;thirdperson
41 jumpmodifier = 100
42 jumpvaultrim = 1
43
44 ;anim
45 animmax = 5
46 playanimineditor = 1
47 anim0 = 900,1282 ;idle
48 anim1 = 1290,1419 ;move
49 anim2 = 5511,5553 ;kick
50 anim3 = 4812,4850 ;hurt
51 anim4 = 515,605 ;reload
52
53 ;character animation (reference only)
54 csi_relaxedl = 900,999
```

On line 2 is the desc [description] and you will need to change it to the name of your character model that you saved. Mine will look similar to the picture below.

```
C:\Program Files (x86)\Steam\steamapps\common\Game Guru\Files\entitybank\user\fusecharacters\cowboy-scruffy.fpe - Notepad++
File Edit Search View Encoding Language Settings Tools Macro Run Plugins Window ?
light_flicker7.lua light_flicker4.lua light_flicker5.lua earhorbit4.lua earhorbit.lua earhorbit1977.lua settings.fx plinzone5.lua stalagmite.fpe sedona-mtn-005.fpe cowboy-scruffy.fpe
1 :header
2 desc = cowboy-scruffy
3
4 ;visualinfo
5 textured =
6 effect = effectbank\reloaded\character_basic.fx
7 castshadow = 0
8
9 ;ai
10 aimain = ai_soldier.lua
11
12 ;orientation
13 model = cowboy-pen-stash2.X
14 offx = 0
15 offy = 0
16 offz = 0
17 rotx = 0
18 roty = 0
19 rotz = 0
20 defaultstatic = 0
21 materialindex = 0
22
23 ;identity details
24 ischaracter = 1
25 hasweapon = modern\Magnum357
26 isobjective = 0
27 cantakeweapon = 1
28 rateoffire = 100
29 ragdoll = 1
30 endcollision = 0
31
32 ;headlimbs
33 headlimbs = 32,54
34
35 ;statistics
36 strength = 100
37 explodable = 0
38 debrisshape = 0
39
40 ;thirdperson
41 jumpmodifier = 100
42 jumpvaultrim = 1
43
44 ;anim
45 animmax = 5
46 playanimineditor = 1
47 anim0 = 900,1282 ;idle
48 anim1 = 1290,1419 ;move
49 anim2 = 5511,5553 ;kick
50 anim3 = 4812,4850 ;hurt
51 anim4 = 515,605 ;reload
52
53 ;character animation (reference only)
54 csi_relaxed1 = 900,999
Normal text file length: 12,237 lines: 338 Ln: 2 Col: 33 Sel: 0 | 0 Windows (CR LF) UTF-8 INS 6:53 PM 12/3/2019
```

You can notice that the name has changed from what it was before to the new name of my model I just saved.

55. You will also notice that on line 13 of the FPE file is the models name, you will also need to change this to your new models name with the “x” at the end because your model is now in a “x” format. It should look like the picture below.

```

C:\Program Files (x86)\Steam\steamapps\common\Game Guru\Files\entitybank\user\fusecharacters\cowboy-scruffy.fpe - Notepad++
File Edit Search View Encoding Language Settings Tools Macro Run Plugins Window ?
light_flicker7.lua light_flicker4.lua light_flicker5.lua earhorbit4.lua earhorbit.lua earhorbit1977.lua settings.fx plinzone5.lua stalagmite.fpe sedona-mtn-005.fpe cowboy-scruffy.fpe
1 :header
2 desc = cowboy-scruffy
3
4 ;visualinfo
5 textured =
6 effect = effectbank\reloaded\character_basic.fx
7 castshadow = 0
8
9 ;ai
10 aimain = ai_soldier.lua
11
12 ;orientation
13 model = cowboy-scruffy.X
14 offx = 0
15 offy = 0
16 offz = 0
17 rotx = 0
18 roty = 0
19 rotz = 0
20 defaultstatic = 0
21 materialindex = 0
22
23 ;identity details
24 ischaracter = 1
25 hasweapon = modern\Magnum357
26 isobjective = 0
27 cantakeweapon = 1
28 rateoffire = 100
29 ragdoll = 1
30 endcollision = 0
31
32 ;headlimbs
33 headlimbs = 32,54
34
35 ;statistics
36 strength = 100
37 explodable = 0
38 debrisshape = 0
39
40 ;thirdperson
41 jumpmodifier = 100
42 jumpvaultrim = 1
43
44 ;anim
45 animmax = 5
46 playanimineditor = 1
47 anim0 = 900,1282 ;idle
48 anim1 = 1290,1419 ;move
49 anim2 = 5511,5553 ;kick
50 anim3 = 4812,4850 ;hurt
51 anim4 = 515,605 ;reload
52
53 ;character animation (reference only)
54 csi_relaxed1 = 900,999

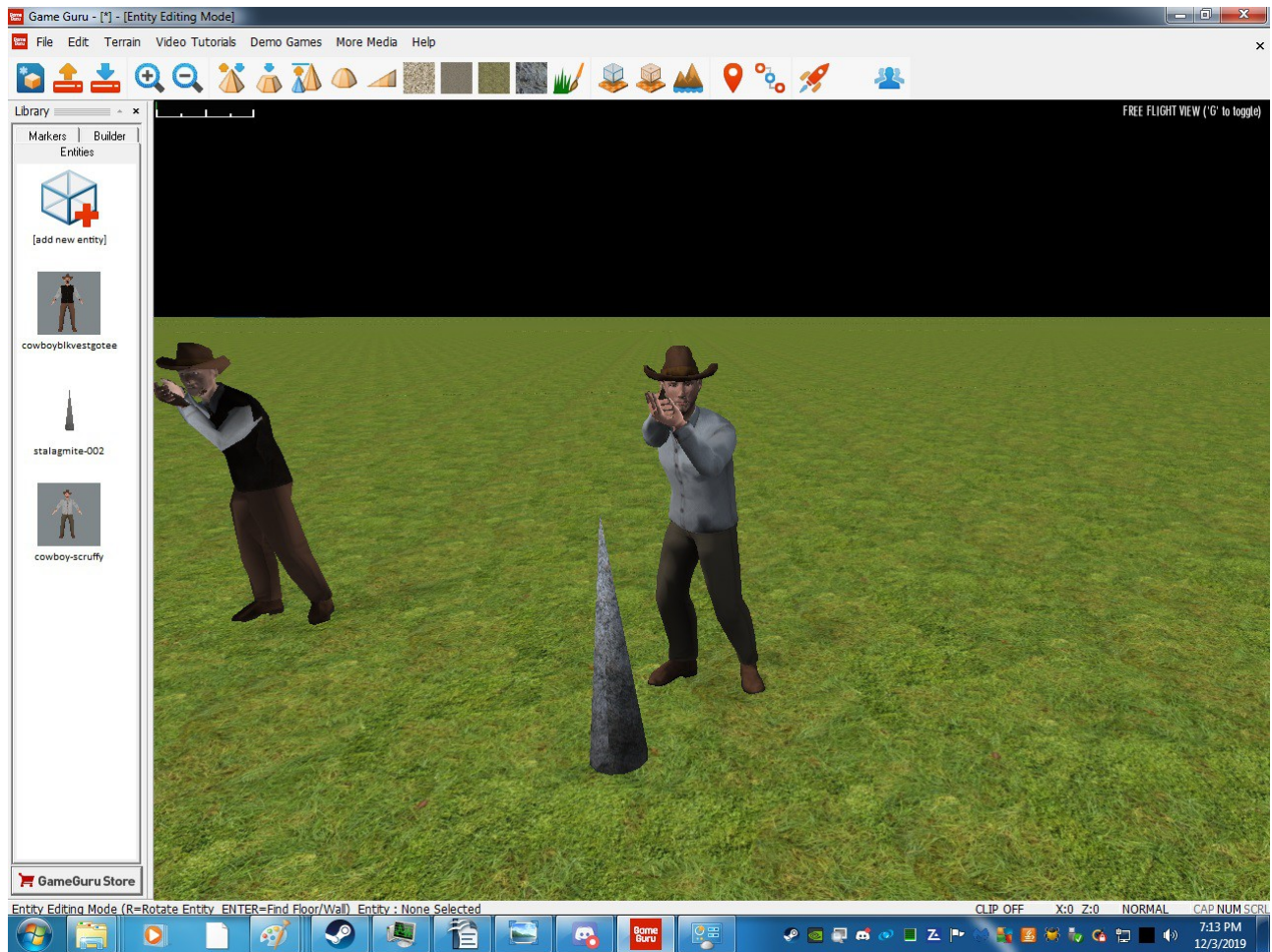
```

From line 47 in the FPE file, down to the end should have animation numbers that I will list at the end of these instruction so you copy them and get all the animation numbers correct.

56. You should also notice that on line 25 of the FPE file that it calls for a weapon. You can change it to any weapon that GG calls for. If you want a civilian without a weapon, you will want this to be left without a weapon listed. It will just show – hasweapon=
 You can simply leave it blank after that.

57. You can now exit out of FBX2GG and boot up GG so we can test the model to see if it works.

Here is the model in the GG editor as pictured below.



The model I just made is dressed in the white shirt behind the new stalagmite model I just made and UV Mapped.

In the picture below is the model in a test game.



58. If it doesn't come out perfect the first time, don't worry it could be a small mistake and something got left out. Even I make small mistakes sometimes and forget to do something. Just go back over the steps to make sure you have completed everything that way it needs to be done. I usually forget the skins, incorrectly label something in the FPE file, or forget to include the BMP picture. Once you get accustomed to the process, it becomes quite easy.

Remember all the animation numbered settings for the FPE file. I will list them here so you can easily copy them to your FPE file. Remember that these numbers start on line 47 in my example FPE pictured above [about 3 or 4 pictures up].

```
anim0      = 900,1282 ;idle
anim1      = 1290,1419 ;move
anim2      = 5511,5553 ;kick
anim3      = 4812,4850 ;hurt
anim4      = 515,605  ;reload
```

;character animation (reference only)

```
csi_relaxed1      = 900,999
csi_relaxed2      = 1000,1282
csi_relaxedmovefore = 1290,1419
csi_cautious      = 900,999
```

csi_cautiousmovefore	= 1325,1419
csi_unarmed1	= 3000,3100
csi_unarmed2	= 3430,3697
csi_unarmedconversation	= 3110,3420
csi_unarmedexplain	= 4260,4464
csi_unarmedpointfore	= 4470,4535
csi_unarmedpointback	= 4680,4745
csi_unarmedpointleft	= 4610,4675
csi_unarmedpointright	= 4540,4605
csi_unarmedmovefore	= 3870,3900
csi_unarmedmoverun	= 3905,3925
csi_unarmedstairascend	= 5600,5768
csi_unarmedstairdecend	= 5800,5965
csi_unarmedladderascend1	= 4148,4110
csi_unarmedladderascend2	= 4148,4255
csi_unarmedladderascend3	= 4225,4255
csi_unarmedladderdecend1	= 4255,4225
csi_unarmedladderdecend2	= 4225,4148
csi_unarmeddeath	= 4800,4958
csi_unarmedimpactfore	= 4971,5021
csi_unarmedimpactback	= 5031,5090
csi_unarmedimpactleft	= 5171,5229
csi_unarmedimpactright	= 5101,5160
csi_inchair	= 3744,3828
csi_inchairsit	= 3710,3744
csi_inchairgetup	= 3828,3862
csi_swim	= 3930,4015
csi_swimmovefore	= 4030,4072
csi_stoodnormal	= 100,205
csi_stoodrocket	= 6133,6206
csi_stoodfidget1	= 100,205
csi_stoodfidget2	= 210,318
csi_stoodfidget3	= 325,431
csi_stoodfidget4	= 440,511
csi_stoodstartled	= 1425,1465
csi_stoodpunch	= 2340,2382
csi_stoodkick	= 5511,5553
csi_stoodmovefore	= 685,707
csi_stoodmoveback	= 710,735
csi_stoodmoveleft	= 740,762
csi_stoodmoveright	= 765,789
csi_stoodstepleft	= 610,640
csi_stoodstepright	= 645,676
csi_stoodstrafeleft	= 855,871
csi_stoodstraferight	= 875,892
csi_stoodvault	= 2281,2332
csi_stoodmoverun	= 795,811
csi_stoodmoverunleft	= 815,830

csi_stoodmoverunright	= 835,850
csi_stoodreload	= 515,605
csi_stoodreloadrocket	= 6233,6315
csi_stoodwave	= 1470,1520
csi_stoodtoss	= 2390,2444
csi_stoodfirerocket	= 6207,6232
csi_stoodincoverleft	= 1580,1580
csi_stoodincoverpeekleft	= 1581,1581
csi_stoodincoverthrowleft	= 2680,2680
csi_stoodincoverright	= 1525,1525
csi_stoodincoverpeekright	= 1526,1526
csi_stoodincoverthrowright	= 2570,2570
csi_stoodandturn	= 6051,6070
csi_crouchidlenormal1	= 1670,1819
csi_crouchidlenormal2	= 1825,1914
csi_crouchidlerocket	= 6472,6545
csi_crouchdown	= 1630,1646
csi_crouchdownrocket	= 6316,6356
csi_crouchrolldown	= 2160,2216
csi_crouchrollup	= 2225,2281
csi_crouchmovefore	= 2075,2102
csi_crouchmoveback	= 2102,2131
csi_crouchmoveleft	= 2015,2043
csi_crouchmoveright	= 2043,2072
csi_crouchmoverun	= 2135,2153
csi_crouchreload	= 1920,2010
csi_crouchreloadrocket	= 6380,6471
csi_crouchwave	= 2460,2510
csi_crouchtoss	= 2520,2555
csi_crouchfirerocket	= 6357,6379
csi_crouchimpactfore	= 5240,5277
csi_crouchimpactback	= 5290,5339
csi_crouchimpactleft	= 5409,5466
csi_crouchimpactright	= 5350,5395
csi_crouchgetup	= 1646,1663
csi_crouchgetuprocket	= 6573,6607

csi_rocket_stoodnormal	= 7100,7205
csi_rocket_stoodfidget1	= 7100,7205
csi_rocket_stoodfidget2	= 7210,7318
csi_rocket_stoodfidget3	= 7325,7431
csi_rocket_stoodfidget4	= 7440,7511
csi_rocket_stoodstartled	= 8425,8465
csi_rocket_stoodpunch	= 9340,9382
csi_rocket_stoodkick	= 9340,9382
csi_rocket_stoodmovefore	= 7685,7707
csi_rocket_stoodmoveback	= 7710,7735
csi_rocket_stoodmoveleft	= 7740,7762
csi_rocket_stoodmoveright	= 7765,7789

csi_rocket_stoodstepleft	= 7610,7640
csi_rocket_stoodstepright	= 7645,7676
csi_rocket_stoodstrafeleft	= 7855,7871
csi_rocket_stoodstraferight	= 7875,7892
csi_rocket_stoodvault	= 9290,9334
csi_rocket_stoodmoverun	= 7795,7811
csi_rocket_stoodmoverunleft	= 7815,7830
csi_rocket_stoodmoverunright	= 7835,7850
csi_rocket_stoodreload	= 7515,7605
csi_rocket_stoodwave	= 8470,8520
csi_rocket_stoodtoss	= 8470,8520
csi_rocket_stoodincoverleft	= 8580,8580
csi_rocket_stoodincoverpeekleft	= 8580,8623
csi_rocket_stoodincoverthrowleft	= 2680,2680
csi_rocket_stoodincoverright	= 8525,8525
csi_rocket_stoodincoverpeekright	= 8525,8573
csi_rocket_stoodincoverthrowright	= 2570,2570
csi_rocket_stoodandturn	= 9383,9402
csi_rocket_crouchidlenormal1	= 8670,8819
csi_rocket_crouchidlenormal2	= 8825,8914
csi_rocket_crouchdown	= 8630,8663
csi_rocket_crouchrolldown	= 9160,9216
csi_rocket_crouchrollup	= 9225,9281
csi_rocket_crouchmovefore	= 9075,9131
csi_rocket_crouchmoveback	= 9075,9131
csi_rocket_crouchmoveleft	= 9015,9072
csi_rocket_crouchmoveright	= 9015,9072
csi_rocket_crouchmoverun	= 9135,9153
csi_rocket_crouchreload	= 8920,9010
csi_rocket_crouchwave	= 2460,2510
csi_rocket_crouchtoss	= 2520,2555
csi_rocket_crouchimpactfore	= 5240,5277
csi_rocket_crouchimpactback	= 5290,5339
csi_rocket_crouchimpactleft	= 5409,5466
csi_rocket_crouchimpactright	= 5350,5395
csi_rocket_crouchgetup	= 1646,1663
csi_shotgun_stoodnormal	= 11100,11205
csi_shotgun_stoodfidget1	= 11100,11205
csi_shotgun_stoodfidget2	= 11210,11318
csi_shotgun_stoodfidget3	= 11325,11431
csi_shotgun_stoodfidget4	= 11440,11511
csi_shotgun_stoodstartled	= 12425,12465
csi_shotgun_stoodpunch	= 13340,13382
csi_shotgun_stoodkick	= 13340,13382
csi_shotgun_stoodmovefore	= 11685,11707
csi_shotgun_stoodmoveback	= 11710,11735
csi_shotgun_stoodmoveleft	= 11740,11762
csi_shotgun_stoodmoveright	= 11765,11789

csi_shotgun_stoodstepleft	= 11610,11640
csi_shotgun_stoodstepright	= 11645,11676
csi_shotgun_stoodstrafeleft	= 11855,11871
csi_shotgun_stoodstraferight	= 11875,11892
csi_shotgun_stoodvault	= 13290,13334
csi_shotgun_stoodmoverun	= 11795,11811
csi_shotgun_stoodmoverunleft	= 11815,11830
csi_shotgun_stoodmoverunright	= 11835,11850
csi_shotgun_stoodreload	= 11515,11605
csi_shotgun_stoodwave	= 12470,12520
csi_shotgun_stoodtoss	= 12470,12520
csi_shotgun_stoodincoverleft	= 12580,12580
csi_shotgun_stoodincoverpeekleft	= 12580,12623
csi_shotgun_stoodincoverthrowleft	= 2680,2680
csi_shotgun_stoodincoverright	= 12525,12525
csi_shotgun_stoodincoverpeekright	= 12525,12573
csi_shotgun_stoodincoverthrowright	= 2570,2570
csi_shotgun_stoodandturn	= 13394,13414
csi_shotgun_crouchidlenormal1	= 12670,12819
csi_shotgun_crouchidlenormal2	= 12825,12914
csi_shotgun_crouchdown	= 12630,12663
csi_shotgun_crouchrolldown	= 13160,13216
csi_shotgun_crouchrollup	= 13225,13281
csi_shotgun_crouchmovefore	= 13075,13131
csi_shotgun_crouchmoveback	= 13075,13131
csi_shotgun_crouchmoveleft	= 13015,13072
csi_shotgun_crouchmoveright	= 13015,13072
csi_shotgun_crouchmoverun	= 13135,13153
csi_shotgun_crouchreload	= 12920,13010
csi_shotgun_crouchwave	= 2460,2510
csi_shotgun_crouchtoss	= 2520,2555
csi_shotgun_crouchimpactfore	= 5240,5277
csi_shotgun_crouchimpactback	= 5290,5339
csi_shotgun_crouchimpactleft	= 5409,5466
csi_shotgun_crouchimpactright	= 5350,5395
csi_shotgun_crouchgetup	= 1646,1663
csi_uzi_stoodnormal	= 14100,14205
csi_uzi_stoodfidget1	= 14100,14205
csi_uzi_stoodfidget2	= 14210,14318
csi_uzi_stoodfidget3	= 14325,14431
csi_uzi_stoodfidget4	= 14440,14511
csi_uzi_stoodstartled	= 15425,15465
csi_uzi_stoodpunch	= 16340,16382
csi_uzi_stoodkick	= 16340,16382
csi_uzi_stoodmovefore	= 14685,14707
csi_uzi_stoodmoveback	= 14710,14735
csi_uzi_stoodmoveleft	= 14740,14762
csi_uzi_stoodmoveright	= 14765,14789

csi_uzi_stoodstepleft	= 14610,14640
csi_uzi_stoodstepright	= 14645,14676
csi_uzi_stoodstrafeleft	= 14855,14871
csi_uzi_stoodstraferight	= 14875,14892
csi_uzi_stoodvault	= 16290,16334
csi_uzi_stoodmoverun	= 14795,14811
csi_uzi_stoodmoverunleft	= 14815,14830
csi_uzi_stoodmoverunright	= 14835,14850
csi_uzi_stoodreload	= 14515,14605
csi_uzi_stoodwave	= 15470,15520
csi_uzi_stoodtoss	= 15470,15520
csi_uzi_stoodincoverleft	= 15580,15580
csi_uzi_stoodincoverpeekleft	= 15580,15623
csi_uzi_stoodincoverthrowleft	= 2680,2680
csi_uzi_stoodincoverright	= 15525,15525
csi_uzi_stoodincoverpeekright	= 15525,15573
csi_uzi_stoodincoverthrowright	= 2570,2570
csi_uzi_stoodandturn	= 16394,16414
csi_uzi_crouchidlenormal1	= 15670,15819
csi_uzi_crouchidlenormal2	= 15825,15914
csi_uzi_crouchdown	= 15630,15663
csi_uzi_crouchrolldown	= 16160,16216
csi_uzi_crouchrollup	= 16225,16281
csi_uzi_crouchmovefore	= 16075,16131
csi_uzi_crouchmoveback	= 16075,16131
csi_uzi_crouchmoveleft	= 16015,16072
csi_uzi_crouchmoveright	= 16015,16072
csi_uzi_crouchmoverun	= 16135,16153
csi_uzi_crouchreload	= 15920,16010
csi_uzi_crouchwave	= 2460,2510
csi_uzi_crouchtoss	= 2520,2555
csi_uzi_crouchimpactfore	= 5240,5277
csi_uzi_crouchimpactback	= 5290,5339
csi_uzi_crouchimpactleft	= 5409,5466
csi_uzi_crouchimpactright	= 5350,5395
csi_uzi_crouchgetup	= 1646,1663
csi_assault_stoodnormal	= 17100,17205
csi_assault_stoodfidget1	= 17100,17205
csi_assault_stoodfidget2	= 17210,17318
csi_assault_stoodfidget3	= 17325,17431
csi_assault_stoodfidget4	= 17440,17511
csi_assault_stoodstartled	= 18425,18465
csi_assault_stoodpunch	= 19340,19382
csi_assault_stoodkick	= 19340,19382
csi_assault_stoodmovefore	= 17685,17707
csi_assault_stoodmoveback	= 17710,17735
csi_assault_stoodmoveleft	= 17740,17762
csi_assault_stoodmoveright	= 17765,17789

csi_assault_stoodstepleft	= 17610,17640
csi_assault_stoodstepright	= 17645,17676
csi_assault_stoodstrafeleft	= 17855,17871
csi_assault_stoodstraferight	= 17875,17892
csi_assault_stoodvault	= 19290,19334
csi_assault_stoodmoverun	= 17795,17811
csi_assault_stoodmoverunleft	= 17815,17830
csi_assault_stoodmoverunright	= 17835,17850
csi_assault_stoodreload	= 17515,17605
csi_assault_stoodwave	= 18470,18520
csi_assault_stoodtoss	= 18470,18520
csi_assault_stoodincoverleft	= 18580,18580
csi_assault_stoodincoverpeekleft	= 18580,18623
csi_assault_stoodincoverthrowleft	= 2680,2680
csi_assault_stoodincoverright	= 18525,18525
csi_assault_stoodincoverpeekright	= 18525,18573
csi_assault_stoodincoverthrowright	= 2570,2570
csi_assault_stoodandturn	= 19383,19402
csi_assault_crouchidlenormal1	= 18670,18819
csi_assault_crouchidlenormal2	= 18825,18914
csi_assault_crouchdown	= 18630,18663
csi_assault_crouchrolldown	= 19160,19216
csi_assault_crouchrollup	= 19225,19281
csi_assault_crouchmovefore	= 2075,2131
csi_assault_crouchmoveback	= 2075,2131
csi_assault_crouchmoveleft	= 2015,2072
csi_assault_crouchmoveright	= 2015,2072
csi_assault_crouchmoverun	= 19135,19153
csi_assault_crouchreload	= 18920,19010
csi_assault_crouchwave	= 2460,2510
csi_assault_crouchtoss	= 2520,2555
csi_assault_crouchimpactfore	= 5240,5277
csi_assault_crouchimpactback	= 5290,5339
csi_assault_crouchimpactleft	= 5409,5466
csi_assault_crouchimpactright	= 5350,5395
csi_assault_crouchgetup	= 1646,1663