

ca

ca_front

SKINS

dom

CharID: **ca**
PoseID: **ca_front**
SkinID: **dom**
Shortname: **dress1**



forma

CharID: **ca**
PoseID: **ca_front**
SkinID: **forma**
Shortname: **forma1**



forma_old

CharID: **ca**
PoseID: **ca_front**
SkinID: **forma_old**
Shortname: **oldforma**



kupalnik

CharID: **ca**

PoselD: **ca_front**

SkinID: **kupalnik**

Shortname: **lingerie**



ANIMATIONS

Additive

nodup

prig

yes

Emotions

angry

Pose: **ca_front**
Layer: **emotions**
State: **angry**



cry

Pose: **ca_front**
Layer: **emotions**
State: **cry**



cry2

Pose: **ca_front**
Layer: **emotions**
State: **cry2**



dontlike

Pose: **ca_front**
Layer: **emotions**
State: **dontlike**



fear

Pose: **ca_front**
Layer: **emotions**
State: **fear**



grin

Pose: **ca_front**
Layer: **emotions**
State: **grin**



grin2

Pose: **ca_front**
Layer: **emotions**
State: **grin2**



grin3

Pose: **ca_front**
Layer: **emotions**
State: **grin3**



grin4

Pose: **ca_front**
Layer: **emotions**
State: **grin4**



guilty

Pose: **ca_front**
Layer: **emotions**
State: **guilty**



happy

Pose: **ca_front**
Layer: **emotions**
State: **happy**



laugh

Pose: **ca_front**
Layer: **emotions**
State: **laugh**



normal

Pose: **ca_front**
Layer: **emotions**
State: **normal**



normal2

Pose: **ca_front**
Layer: **emotions**
State: **normal2**



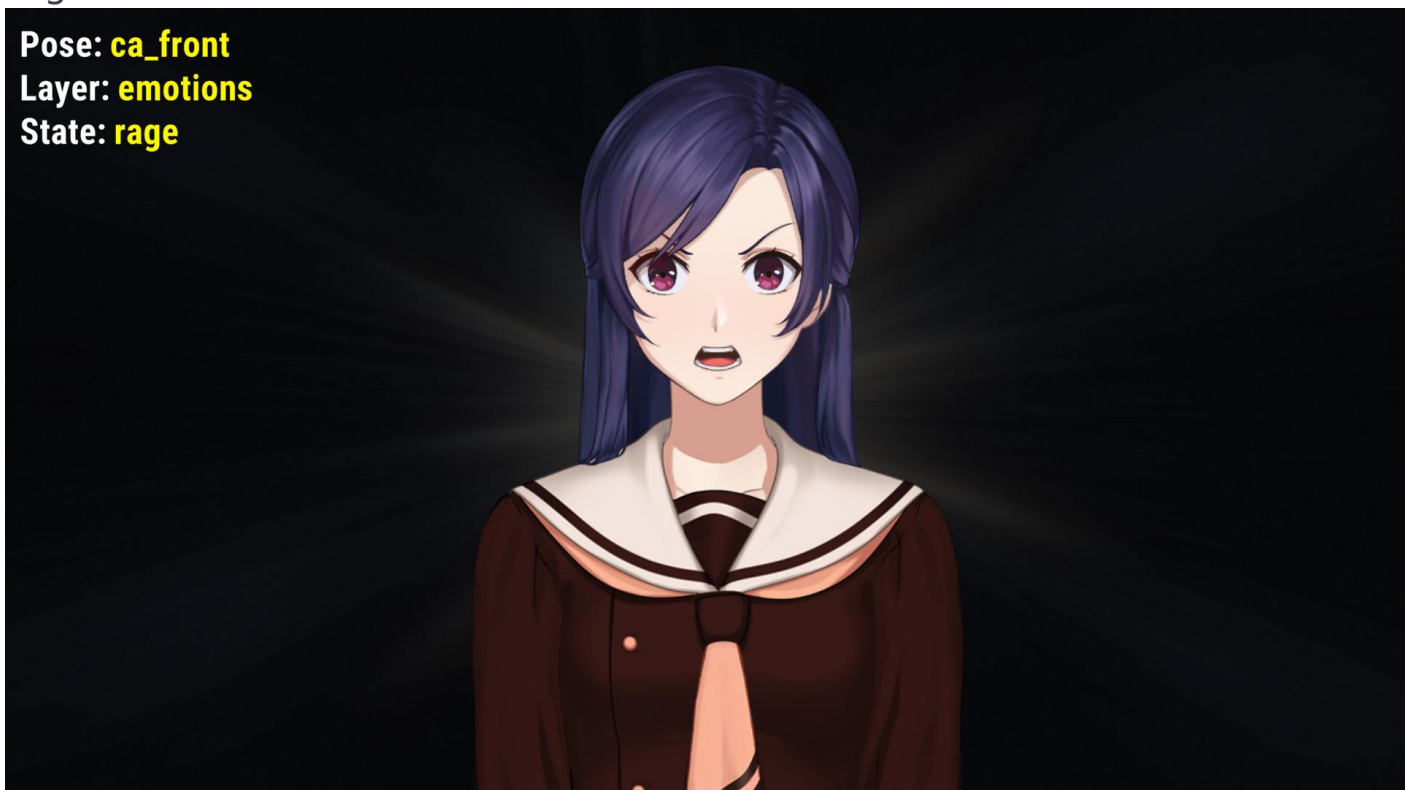
painful

Pose: **ca_front**
Layer: **emotions**
State: **painful**



rage

Pose: **ca_front**
Layer: **emotions**
State: **rage**



sad

Pose: **ca_front**
Layer: **emotions**
State: **sad**



sadsmile

Pose: **ca_front**
Layer: **emotions**
State: **sadsmile**



scared

Pose: **ca_front**
Layer: **emotions**
State: **scared**



serious

Pose: **ca_front**
Layer: **emotions**
State: **serious**



serious2

Pose: **ca_front**
Layer: **emotions**
State: **serious2**



seriousblush

Pose: **ca_front**
Layer: **emotions**
State: **seriousblush**



shocked

Pose: **ca_front**
Layer: **emotions**
State: **shocked**



shy1

Pose: **ca_front**
Layer: **emotions**
State: **shy1**



shy2

Pose: **ca_front**
Layer: **emotions**
State: **shy2**



shygrin

Pose: **ca_front**
Layer: **emotions**
State: **shygrin**



smile

Pose: **ca_front**
Layer: **emotions**
State: **smile**



surprise

Pose: **ca_front**
Layer: **emotions**
State: **surprise**



surprise2

Pose: **ca_front**
Layer: **emotions**
State: **surprise2**



upset

Pose: **ca_front**
Layer: **emotions**
State: **upset**



Hands

hands1

Pose: **ca_front**

Layer: **hands**

State: **hands1**



hands2

Pose: **ca_front**

Layer: **hands**

State: **hands2**



hands3

Pose: **ca_front**

Layer: **hands**

State: **hands3**



hands4

Pose: **ca_front**

Layer: **hands**

State: **hands4**



Head

head1center

Pose: **ca_front**
Layer: **head**
State: **head1center**



head2left

Pose: **ca_front**
Layer: **head**
State: **head2left**



head3right

Pose: **ca_front**

Layer: **head**

State: **head3right**



head4down

Pose: **ca_front**

Layer: **head**

State: **head4down**



headlookleft

headlookright

headno

Legs

legs1

Pose: **ca_front**
Layer: **legs**
State: **legs1**



legs2

Pose: **ca_front**
Layer: **legs**
State: **legs2**



legs3

Pose: **ca_front**

Layer: **legs**

State: **legs3**



ca_front_1

SKINS

dom



forma



ANIMATIONS

Emotions

angry

Pose: **ca_front_1**

Layer: **emotions**

State: **angry**



cry

Pose: **ca_front_1**

Layer: **emotions**

State: **cry**



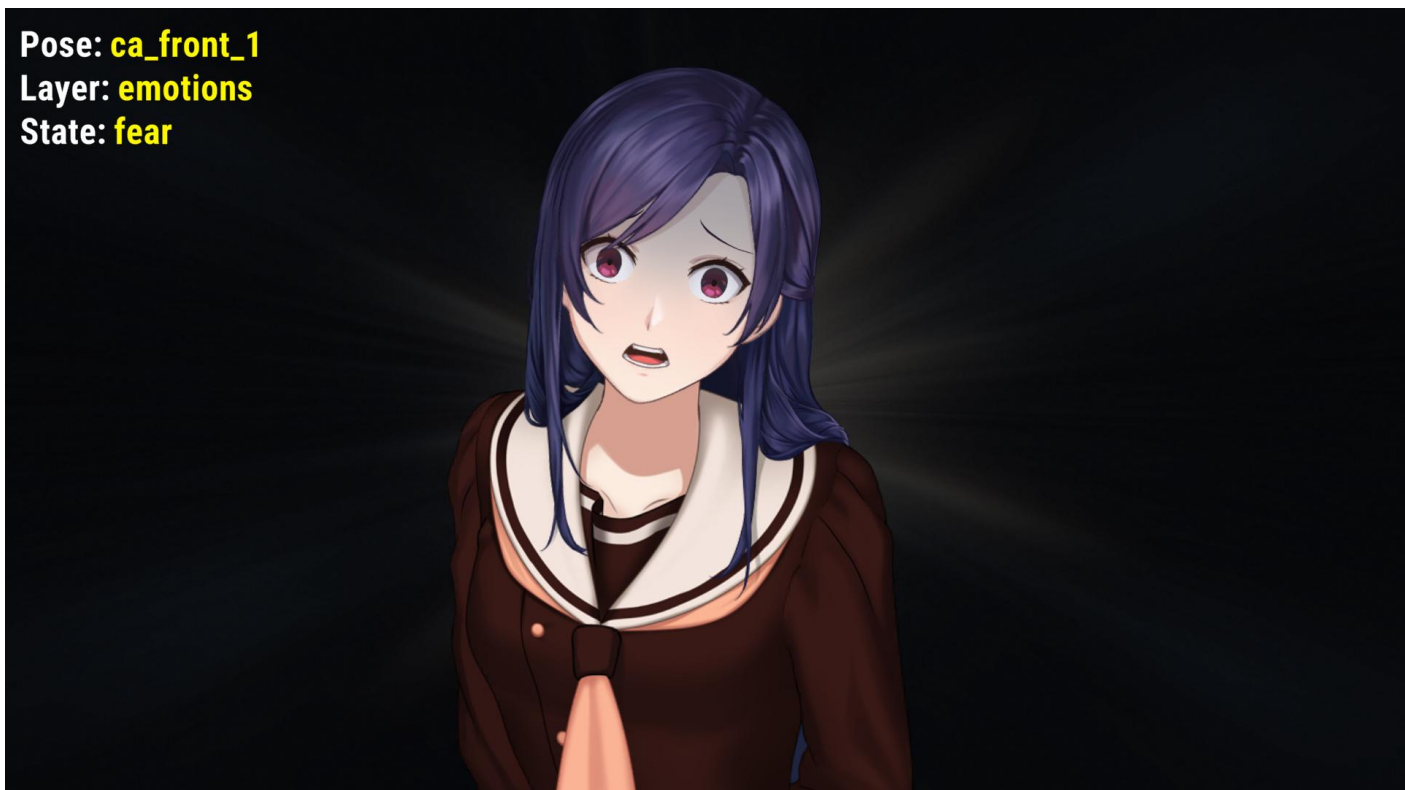
dontlike

Pose: **ca_front_1**
Layer: **emotions**
State: **dontlike**



fear

Pose: **ca_front_1**
Layer: **emotions**
State: **fear**



grin

Pose: **ca_front_1**
Layer: **emotions**
State: **grin**



grin2

Pose: **ca_front_1**
Layer: **emotions**
State: **grin2**



grin2blush

Pose: **ca_front_1**
Layer: **emotions**
State: **grin2blush**



grin3

Pose: **ca_front_1**
Layer: **emotions**
State: **grin3**



guilty

Pose: **ca_front_1**

Layer: **emotions**

State: **guilty**



happy

Pose: **ca_front_1**

Layer: **emotions**

State: **happy**



laugh

Pose: **ca_front_1**
Layer: **emotions**
State: **laugh**



normal

Pose: **ca_front_1**
Layer: **emotions**
State: **normal**



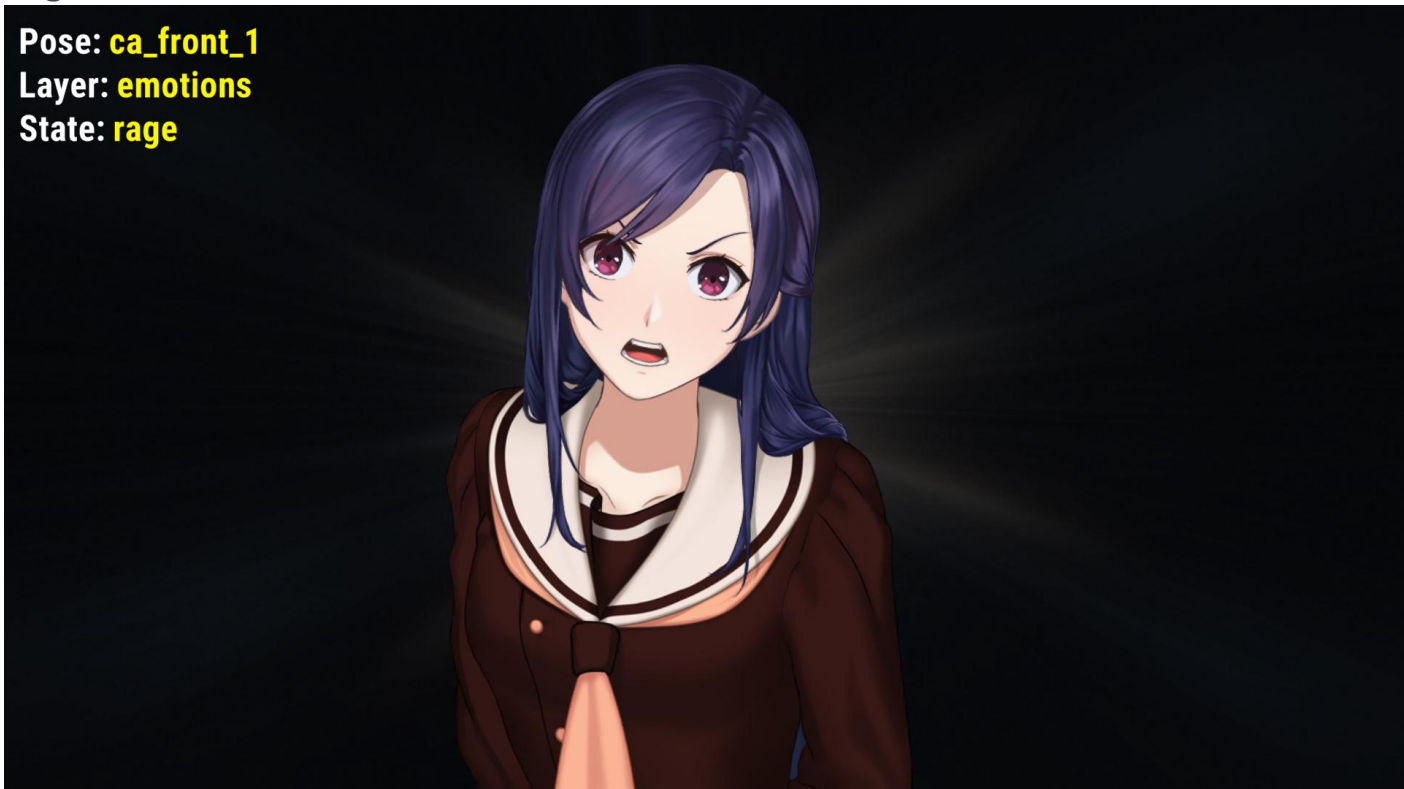
normal2

Pose: **ca_front_1**
Layer: **emotions**
State: **normal2**



rage

Pose: **ca_front_1**
Layer: **emotions**
State: **rage**



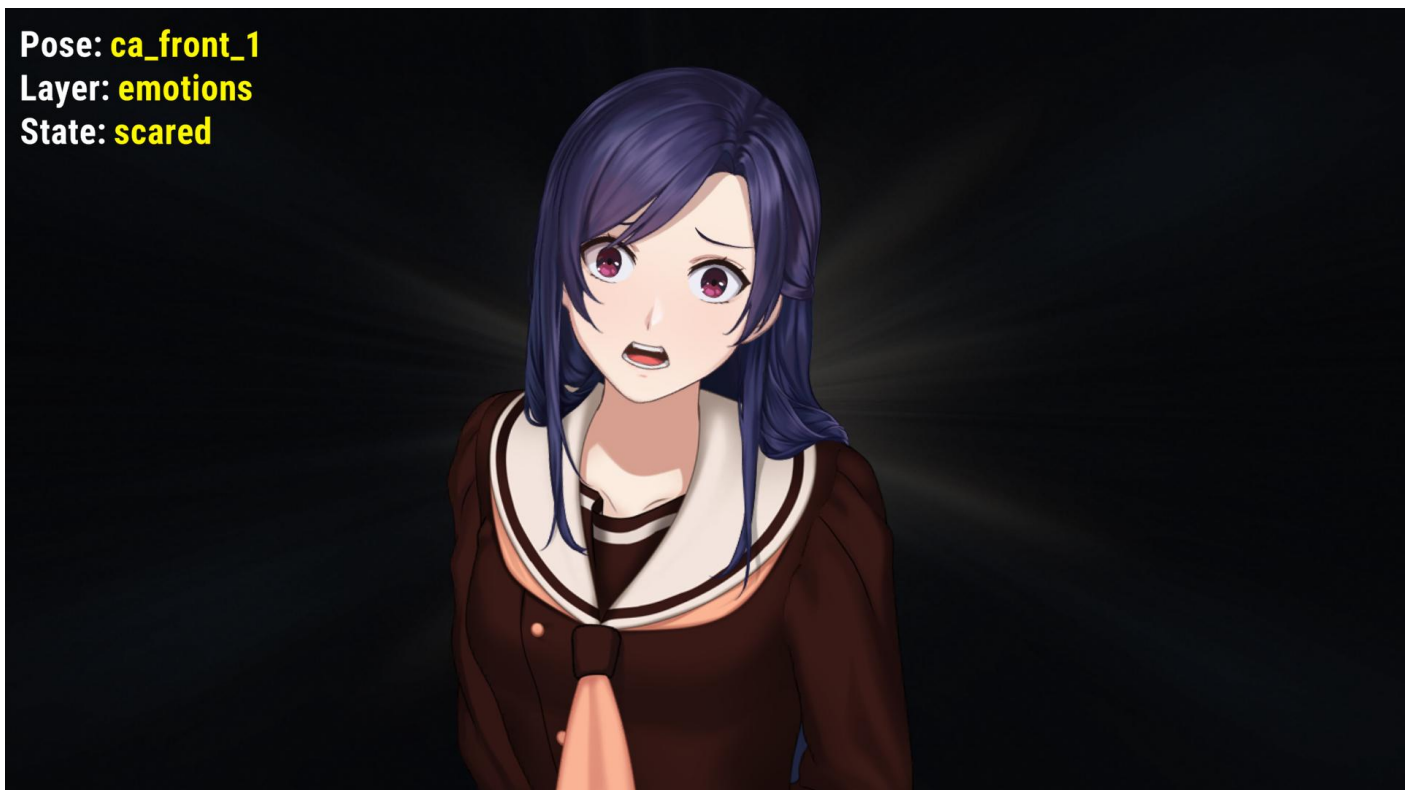
sad

Pose: **ca_front_1**
Layer: **emotions**
State: **sad**



scared

Pose: **ca_front_1**
Layer: **emotions**
State: **scared**



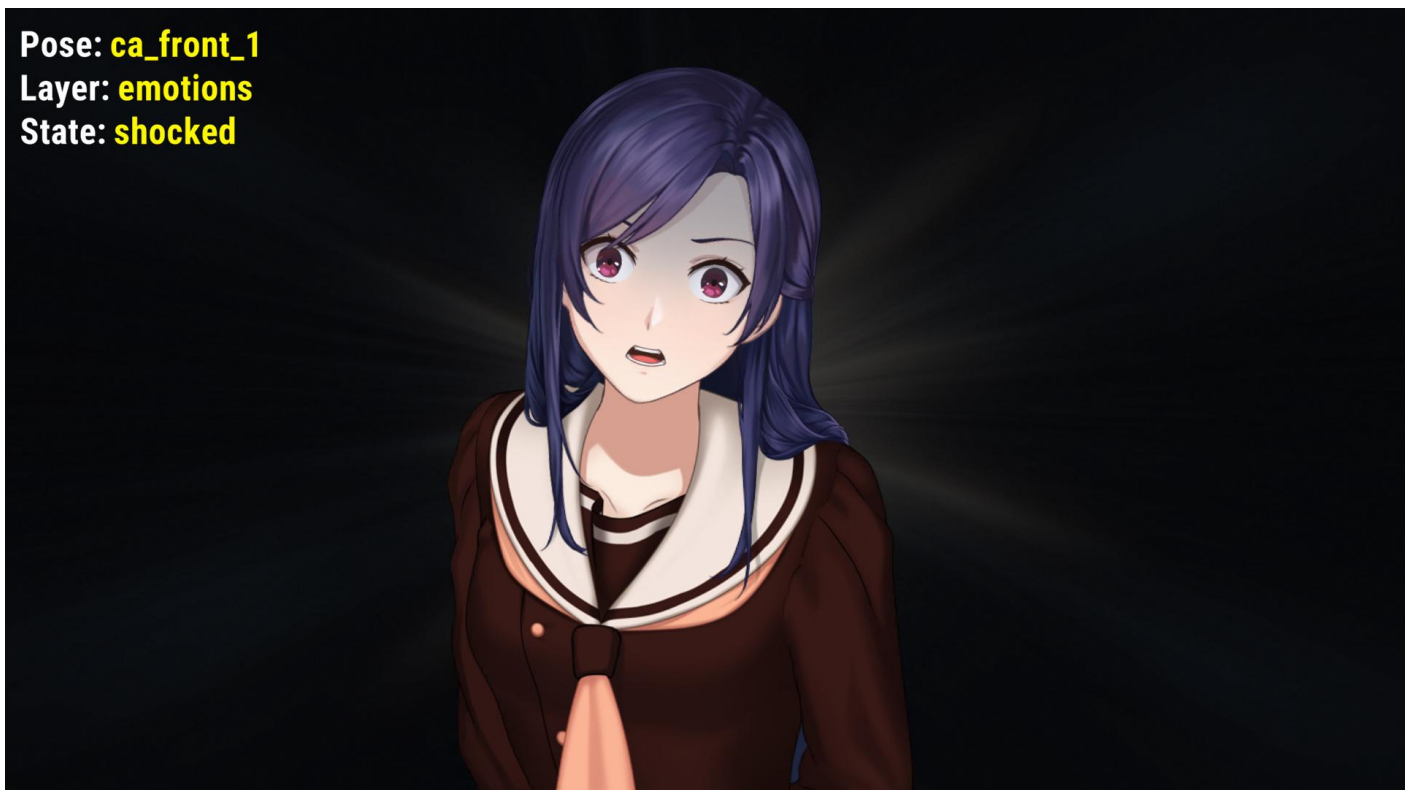
serious

Pose: **ca_front_1**
Layer: **emotions**
State: **serious**



shocked

Pose: **ca_front_1**
Layer: **emotions**
State: **shocked**



shy1

Pose: **ca_front_1**

Layer: **emotions**

State: **shy1**



shy2

Pose: **ca_front_1**

Layer: **emotions**

State: **shy2**



smile

Pose: **ca_front_1**
Layer: **emotions**
State: **smile**



surprise

Pose: **ca_front_1**
Layer: **emotions**
State: **surprise**



upset

Pose: **ca_front_1**

Layer: **emotions**

State: **upset**



upset2

Pose: **ca_front_1**

Layer: **emotions**

State: **upset2**



Hands

hands1

Pose: **ca_front_1**

Layer: **hands**

State: **hands1**



hands2

Pose: **ca_front_1**

Layer: **hands**

State: **hands2**



Head

head1center

Pose: **ca_front_1**
Layer: **head**
State: **head1center**



head2right

Pose: **ca_front_1**
Layer: **head**
State: **head2right**



head3left

Pose: **ca_front_1**
Layer: **head**
State: **head3left**



Legs

legs1

Pose: **ca_front_1**
Layer: **legs**
State: **legs1**



legs2

Pose: **ca_front_1**

Layer: **legs**

State: **legs2**



ca_l

SKINS

dom

CharID: **ca**
PoseID: **ca_l**
SkinID: **dom**
Shortname: **dress3**



forma

CharID: **ca**
PoseID: **ca_l**
SkinID: **forma**
Shortname: **forma3**



ANIMATIONS

Additive

prig

Emotions

angry

Pose: **ca_l**
Layer: **emotions**
State: **angry**



cry

Pose: **ca_l**
Layer: **emotions**
State: **cry**



dontlike

Pose: **ca_l**
Layer: **emotions**
State: **dontlike**



grin

Pose: **ca_l**
Layer: **emotions**
State: **grin**



grin2

Pose: **ca_l**
Layer: **emotions**
State: **grin2**



laugh

Pose: **ca_l**
Layer: **emotions**
State: **laugh**



normal

Pose: **ca_l**
Layer: **emotions**
State: **normal**



sad

Pose: **ca_l**
Layer: **emotions**
State: **sad**



serious

Pose: **ca_l**
Layer: **emotions**
State: **serious**



shocked

Pose: **ca_l**
Layer: **emotions**
State: **shocked**



shy

Pose: **ca_l**
Layer: **emotions**
State: **shy**



smile

Pose: **ca_l**
Layer: **emotions**
State: **smile**



surprise

Pose: **ca_l**
Layer: **emotions**
State: **surprise**



Hands

hands1

Pose: **ca_l**
Layer: **hands**
State: **hands1**



hands2

Pose: **ca_l**
Layer: **hands**
State: **hands2**



hands3

Pose: **ca_l**
Layer: **hands**
State: **hands3**



hands4

Pose: **ca_l**
Layer: **hands**
State: **hands4**



Head

headlookaround

headlookaroundpause

Legs

legs1



legs2



ca_r

SKINS

dom

CharID: **ca**
PoseID: **ca_r**
SkinID: **dom**
Shortname: **dress2**



forma

CharID: **ca**

PoselD: **ca_r**

SkinID: **forma**

Shortname: **forma2**



Additive

prig

Emotions

angry

Pose: **ca_r**
Layer: **emotions**
State: **angry**



cry

Pose: **ca_r**
Layer: **emotions**
State: **cry**



dontlike

Pose: **ca_r**
Layer: **emotions**
State: **dontlike**



grin

Pose: **ca_r**
Layer: **emotions**
State: **grin**



grin2

Pose: **ca_r**
Layer: **emotions**
State: **grin2**



laugh

Pose: **ca_r**
Layer: **emotions**
State: **laugh**



normal

Pose: **ca_r**
Layer: **emotions**
State: **normal**



sad

Pose: **ca_r**
Layer: **emotions**
State: **sad**



serious

Pose: **ca_r**
Layer: **emotions**
State: **serious**



shocked

Pose: **ca_r**
Layer: **emotions**
State: **shocked**



shy

Pose: **ca_r**
Layer: **emotions**
State: **shy**



smile

Pose: **ca_r**
Layer: **emotions**
State: **smile**



surprise

Pose: **ca_r**
Layer: **emotions**
State: **surprise**



Hands

hands1

Pose: **ca_r**
Layer: **hands**
State: **hands1**



hands2

Pose: **ca_r**
Layer: **hands**
State: **hands2**



hands3

Pose: **ca_r**
Layer: **hands**
State: **hands3**



hands4

Pose: **ca_r**
Layer: **hands**
State: **hands4**



Head

headlookaround

Legs

legs1

Pose: **ca_r**
Layer: **legs**
State: **legs1**



legs2

Pose: **ca_r**
Layer: **legs**
State: **legs2**



ca_r_1

SKINS

dom

CharID: **ca**
PoseID: **ca_r_1**
SkinID: **dom**
Shortname: **dress5**



forma

CharID: **ca**

PoselD: **ca_r_1**

SkinID: **forma**

Shortname: **forma5**



ANIMATIONS

Emotions

angry

Pose: **ca_r_1**
Layer: **emotions**
State: **angry**



cry

Pose: **ca_r_1**
Layer: **emotions**
State: **cry**



dontlike

Pose: **ca_r_1**
Layer: **emotions**
State: **dontlike**



grin

Pose: **ca_r_1**
Layer: **emotions**
State: **grin**



grin2

Pose: **ca_r_1**
Layer: **emotions**
State: **grin2**



laugh

Pose: **ca_r_1**
Layer: **emotions**
State: **laugh**



normal

Pose: **ca_r_1**
Layer: **emotions**
State: **normal**



sad

Pose: **ca_r_1**
Layer: **emotions**
State: **sad**



serious

Pose: **ca_r_1**
Layer: **emotions**
State: **serious**



shocked

Pose: **ca_r_1**
Layer: **emotions**
State: **shocked**



shy

Pose: **ca_r_1**
Layer: **emotions**
State: **shy**



smile

Pose: **ca_r_1**
Layer: **emotions**
State: **smile**



surprise

Pose: **ca_r_1**
Layer: **emotions**
State: **surprise**



Hands

hands1

Pose: **ca_r_1**
Layer: **hands**
State: **hands1**



hands2

Pose: **ca_r_1**
Layer: **hands**
State: **hands2**



Legs

legs1

Pose: **ca_r_1**
Layer: **legs**
State: **legs1**



legs2

Pose: **ca_r_1**

Layer: **legs**

State: **legs2**



ca_r_2

SKINS

dom

CharID: **ca**
PoseID: **ca_r_2**
SkinID: **dom**
Shortname: **dress4**



forma

CharID: **ca**
PoseID: **ca_r_2**
SkinID: **forma**
Shortname: **forma4**



ANIMATIONS

Emotions

close

Pose: **ca_r_2**
Layer: **emotions**
State: **close**



open

Pose: **ca_r_2**
Layer: **emotions**
State: **open**



Hands

hands1

Pose: **ca_r_2**
Layer: **hands**
State: **hands1**



hands2

Pose: **ca_r_2**
Layer: **hands**
State: **hands2**



Legs

legs1

Pose: **ca_r_2**

Layer: **legs**

State: **legs1**



legs2

Pose: **ca_r_2**

Layer: **legs**

State: **legs2**



Revision #9

Created 27 July 2023 17:16:15 by beefuz

Updated 29 July 2023 23:18:27 by beefuz