

hi

himitsu\_front

SKINS

dom

CharID: **hi**  
PoseID: **himitsu\_front**  
SkinID: **dom**  
Shortname: **dom1**



forma

CharID: **hi**  
PoseID: **himitsu\_front**  
SkinID: **forma**  
Shortname: **forma1**



forma2

CharID: **hi**

PoselD: **himitsu\_front**

SkinID: **forma2**

Shortname: **oldforma**



plate

CharID: **hi**  
PoseID: **himitsu\_front**  
SkinID: **plate**  
Shortname: **dress1**



yukata

CharID: **hi**  
PoseID: **himitsu\_front**  
SkinID: **yukata**  
Shortname: **yukata**



# ANIMATIONS

## Additive

nodup

prig

yes

## Emotions

angry

Pose: **himitsu\_front**

Layer: **emotions**

State: **angry**



cry

Pose: **himitsu\_front**

Layer: **emotions**

State: **cry**



cry2

Pose: **himitsu\_front**

Layer: **emotions**

State: **cry2**



dontlike1

Pose: **himitsu\_front**

Layer: **emotions**

State: **dontlike1**



dontlike2

Pose: **himitsu\_front**

Layer: **emotions**

State: **dontlike2**



dontlike3

Pose: **himitsu\_front**

Layer: **emotions**

State: **dontlike3**



fear

Pose: **himitsu\_front**

Layer: **emotions**

State: **fear**



fear2

Pose: **himitsu\_front**

Layer: **emotions**

State: **fear2**



grin

Pose: **himitsu\_front**

Layer: **emotions**

State: **grin**



guilty

Pose: **himitsu\_front**

Layer: **emotions**

State: **guilty**



hamster

Pose: **himitsu\_front**

Layer: **emotions**

State: **hamster**



happy

Pose: **himitsu\_front**

Layer: **emotions**

State: **happy**



laugh

Pose: **himitsu\_front**

Layer: **emotions**

State: **laugh**



normal

Pose: **himitsu\_front**

Layer: **emotions**

State: **normal**



normal2

Pose: **himitsu\_front**

Layer: **emotions**

State: **normal2**



normal3

Pose: **himitsu\_front**

Layer: **emotions**

State: **normal3**



rage

Pose: **himitsu\_front**

Layer: **emotions**

State: **rage**



sad

Pose: **himitsu\_front**

Layer: **emotions**

State: **sad**



scared

Pose: **himitsu\_front**

Layer: **emotions**

State: **scared**



serious

Pose: **himitsu\_front**

Layer: **emotions**

State: **serious**



shocked

Pose: **himitsu\_front**

Layer: **emotions**

State: **shocked**



shy

Pose: **himitsu\_front**

Layer: **emotions**

State: **shy**



shy1

Pose: **himitsu\_front**

Layer: **emotions**

State: **shy1**



smile

Pose: **himitsu\_front**

Layer: **emotions**

State: **smile**



surprise

Pose: **himitsu\_front**

Layer: **emotions**

State: **surprise**



tired

Pose: **himitsu\_front**

Layer: **emotions**

State: **tired**



upset

Pose: **himitsu\_front**

Layer: **emotions**

State: **upset**



upset2

Pose: **himitsu\_front**

Layer: **emotions**

State: **upset2**



Hands

hands1

Pose: **himitsu\_front**

Layer: **hands**

State: **hands1**



hands2

Pose: **himitsu\_front**

Layer: **hands**

State: **hands2**



hands3

Pose: **himitsu\_front**

Layer: **hands**

State: **hands3**



hands4

Pose: **himitsu\_front**

Layer: **hands**

State: **hands4**



Head

head1center

Pose: **himitsu\_front**

Layer: **head**

State: **head1center**



head2left

Pose: **himitsu\_front**

Layer: **head**

State: **head2left**



head3right

Pose: **himitsu\_front**

Layer: **head**

State: **head3right**



head4down

Pose: **himitsu\_front**

Layer: **head**

State: **head4down**



headlookleft

headlookright

headno

Legs

legs1

Pose: **himitsu\_front**

Layer: **legs**

State: **legs1**



legs2

Pose: **himitsu\_front**

Layer: **legs**

State: **legs2**



# himitsu\_l

## SKINS

dom

CharID: **hi**  
PoseID: **himitsu\_l**  
SkinID: **dom**  
Shortname: **dom3**



forma

CharID: **hi**  
PoseID: **himitsu\_l**  
SkinID: **forma**  
Shortname: **forma3**



plate

CharID: **hi**  
PoseID: **himitsu\_l**  
SkinID: **plate**  
Shortname: **dress3**



ANIMATIONS

Additive

prig

Emotions

angry



dontlike

Pose: **himitsu\_l**  
Layer: **emotions**  
State: **dontlike**



laugh

Pose: **himitsu\_l**  
Layer: **emotions**  
State: **laugh**



normal

Pose: **himitsu\_l**  
Layer: **emotions**  
State: **normal**



sad

Pose: **himitsu\_l**  
Layer: **emotions**  
State: **sad**



serious

Pose: **himitsu\_l**  
Layer: **emotions**  
State: **serious**



shy1

Pose: **himitsu\_l**  
Layer: **emotions**  
State: **shy1**



shy2

Pose: **himitsu\_l**  
Layer: **emotions**  
State: **shy2**



smile

Pose: **himitsu\_l**  
Layer: **emotions**  
State: **smile**



surprise

Pose: **himitsu\_l**  
Layer: **emotions**  
State: **surprise**



upset

Pose: **himitsu\_l**  
Layer: **emotions**  
State: **upset**



Hands

hands1

Pose: **himitsu\_l**

Layer: **hands**

State: **hands1**



hands2

Pose: **himitsu\_l**

Layer: **hands**

State: **hands2**



hands3

Pose: **himitsu\_l**

Layer: **hands**

State: **hands3**



hands4

Pose: **himitsu\_l**

Layer: **hands**

State: **hands4**



Legs

legs1

Pose: **himitsu\_l**

Layer: **legs**

State: **legs1**



legs2

Pose: **himitsu\_l**

Layer: **legs**

State: **legs2**



himitsu\_r

# SKINS

dom

CharID: **hi**  
PoseID: **himitsu\_r**  
SkinID: **dom**  
Shortname: **dom2**



forma

CharID: **hi**  
PoseID: **himitsu\_r**  
SkinID: **forma**  
Shortname: **forma2**



plate

CharID: **hi**  
PoseID: **himitsu\_r**  
SkinID: **plate**  
Shortname: **dress2**



## ANIMATIONS

Additive

prig

Emotions

angry

Pose: **himitsu\_r**  
Layer: **emotions**  
State: **angry**



dontlike

Pose: **himitsu\_r**  
Layer: **emotions**  
State: **dontlike**



laugh

Pose: **himitsu\_r**  
Layer: **emotions**  
State: **laugh**



normal

Pose: **himitsu\_r**  
Layer: **emotions**  
State: **normal**



sad

Pose: **himitsu\_r**  
Layer: **emotions**  
State: **sad**



serious

Pose: **himitsu\_r**  
Layer: **emotions**  
State: **serious**



shy1

Pose: **himitsu\_r**  
Layer: **emotions**  
State: **shy1**



shy2

Pose: **himitsu\_r**  
Layer: **emotions**  
State: **shy2**



smile

Pose: **himitsu\_r**  
Layer: **emotions**  
State: **smile**



surprise

Pose: **himitsu\_r**  
Layer: **emotions**  
State: **surprise**



upset

Pose: **himitsu\_r**  
Layer: **emotions**  
State: **upset**



Hands

hands1

Pose: **himitsu\_r**  
Layer: **hands**  
State: **hands1**



hands2

Pose: **himitsu\_r**

Layer: **hands**

State: **hands2**



hands3

Pose: **himitsu\_r**

Layer: **hands**

State: **hands3**



hands4

Pose: **himitsu\_r**

Layer: **hands**

State: **hands4**



Legs

legs1

Pose: **himitsu\_r**

Layer: **legs**

State: **legs1**



legs2

Pose: **himitsu\_r**

Layer: **legs**

State: **legs2**



himitsu\_r\_1

SKINS

dom

CharID: **hi**  
PoseID: **himitsu\_r\_1**  
SkinID: **dom**  
Shortname: **dom4**



forma

CharID: **hi**  
PoseID: **himitsu\_r\_1**  
SkinID: **forma**  
Shortname: **forma4**



plate

CharID: **hi**  
PoseID: **himitsu\_r\_1**  
SkinID: **plate**  
Shortname: **dress4**



## ANIMATIONS

Additive

prig

Emotions

angry

Pose: **himitsu\_r\_1**

Layer: **emotions**

State: **angry**



angry1

Pose: **himitsu\_r\_1**

Layer: **emotions**

State: **angry1**



angry2

Pose: **himitsu\_r\_1**

Layer: **emotions**

State: **angry2**



dontlike

Pose: **himitsu\_r\_1**

Layer: **emotions**

State: **dontlike**



hopeful

Pose: **himitsu\_r\_1**

Layer: **emotions**

State: **hopeful**



hopeful2

Pose: **himitsu\_r\_1**

Layer: **emotions**

State: **hopeful2**



laugh

Pose: **himitsu\_r\_1**

Layer: **emotions**

State: **laugh**



normal

Pose: **himitsu\_r\_1**

Layer: **emotions**

State: **normal**



sad

Pose: **himitsu\_r\_1**

Layer: **emotions**

State: **sad**



serious

Pose: **himitsu\_r\_1**

Layer: **emotions**

State: **serious**



shy1

Pose: **himitsu\_r\_1**

Layer: **emotions**

State: **shy1**



shy2

Pose: **himitsu\_r\_1**

Layer: **emotions**

State: **shy2**



smile

Pose: **himitsu\_r\_1**

Layer: **emotions**

State: **smile**



surprise

Pose: **himitsu\_r\_1**

Layer: **emotions**

State: **surprise**



upset

Pose: **himitsu\_r\_1**

Layer: **emotions**

State: **upset**



Hands

hands1

Pose: **himitsu\_r\_1**

Layer: **hands**

State: **hands1**



hands2

Pose: **himitsu\_r\_1**

Layer: **hands**

State: **hands2**



Legs

legs1

Pose: **himitsu\_r\_1**

Layer: **legs**

State: **legs1**



legs2

Pose: **himitsu\_r\_1**

Layer: **legs**

State: **legs2**



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Revision #60

Created 27 July 2023 00:43:50 by beefuz

Updated 1 August 2023 00:06:22 by Admin