

ir

ir_1

SKINS

suit

CharID: **ir**
PoseID: **ir_1**
SkinID: **suit**
Shortname: **suit1**



ANIMATIONS

Emotions

angry

Pose: **ir_1**
Layer: **emotions**
State: **angry**



cry

Pose: **ir_1**
Layer: **emotions**
State: **cry**



dontlike

Pose: **ir_1**
Layer: **emotions**
State: **dontlike**



grin

Pose: **ir_1**
Layer: **emotions**
State: **grin**



normal

Pose: **ir_1**
Layer: **emotions**
State: **normal**



rage

Pose: **ir_1**
Layer: **emotions**
State: **rage**



sad

Pose: **ir_1**
Layer: **emotions**
State: **sad**



serious

Pose: **ir_1**
Layer: **emotions**
State: **serious**



shocked

Pose: **ir_1**
Layer: **emotions**
State: **shocked**



smile

Pose: **ir_1**
Layer: **emotions**
State: **smile**



surprise

Pose: **ir_1**
Layer: **emotions**
State: **surprise**



Hands

hands1

Pose: **ir_1**
Layer: **hands**
State: **hands1**



hands2

Pose: **ir_1**
Layer: **hands**
State: **hands2**



Legs

legs1

Pose: **ir_1**
Layer: **legs**
State: **legs1**



legs2

Pose: **ir_1**
Layer: **legs**
State: **legs2**



ir_2

SKINS

suit

CharID: **ir**
PoseID: **ir_2**
SkinID: **suit**
Shortname: **suit2**



ANIMATIONS

Emotions

drunk

Pose: **ir_2**
Layer: **emotions**
State: **drunk**



grin

Pose: **ir_2**
Layer: **emotions**
State: **grin**



happy

Pose: **ir_2**
Layer: **emotions**
State: **happy**



laugh

Pose: **ir_2**
Layer: **emotions**
State: **laugh**



normal

Pose: **ir_2**
Layer: **emotions**
State: **normal**



sad

Pose: **ir_2**
Layer: **emotions**
State: **sad**



shy

Pose: **ir_2**
Layer: **emotions**
State: **shy**



smile

Pose: **ir_2**
Layer: **emotions**
State: **smile**



smile2

Pose: **ir_2**
Layer: **emotions**
State: **smile2**



surprise

Pose: **ir_2**
Layer: **emotions**
State: **surprise**



Hands

hands1

Pose: **ir_2**
Layer: **hands**
State: **hands1**



hands2

Pose: **ir_2**
Layer: **hands**
State: **hands2**



Legs

legs1

Pose: **ir_2**
Layer: **legs**
State: **legs1**



legs2

Pose: **ir_2**
Layer: **legs**
State: **legs2**



Revision #1

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