

tr

SKINS

suit

CharID: **tr**
PoseID: **suit**
SkinID: **suit**
Shortname: **suit**



ANIMATIONS

Additive

prig

yes

Emotions

grin

Pose: **suit**
Layer: **emotions**
State: **grin**



grin2

Pose: **suit**
Layer: **emotions**
State: **grin2**



normal

Pose: **suit**
Layer: **emotions**
State: **normal**



normal2

Pose: **suit**
Layer: **emotions**
State: **normal2**



serious

Pose: **suit**
Layer: **emotions**
State: **serious**



serious2

Pose: **suit**
Layer: **emotions**
State: **serious2**



smile

Pose: **suit**
Layer: **emotions**
State: **smile**



smile2

Pose: **suit**
Layer: **emotions**
State: **smile2**



surprise

Pose: **suit**
Layer: **emotions**
State: **surprise**



surprise2

Pose: **suit**
Layer: **emotions**
State: **surprise2**



upset

Pose: **suit**
Layer: **emotions**
State: **upset**



upset2

Pose: **suit**
Layer: **emotions**
State: **upset2**



Hands

hands1

Pose: **suit**
Layer: **hands**
State: **hands1**



hands2

Pose: **suit**
Layer: **hands**
State: **hands2**



hands3

Pose: **suit**
Layer: **hands**
State: **hands3**



Legs

legs1

Pose: **suit**
Layer: **legs**
State: **legs1**



legs2

Pose: **suit**
Layer: **legs**
State: **legs2**



Revision #1

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