Sword1h_TurnL_90	
Sword1h_TurnR_90	
Sword1h_TurnL_180	
Sword1h_TurnR_180	
Sword1h_Holster	
Sword1h_Equip	
Sword1h_Idle	
Sword1h_Idle2	
Sword1h_Idle3	
Sword1h_WalkFwdStart	
Sword1h_WalkFwdLoop	
Sword1h_StrafeRtStart	
Sword1h_StrafeRightLoop	
Sword1h_StrafeLeftStart	
Sword1h_StrafeLeftLoop	
Sword1h_Strafe45LeftLoop	
Sword1h_Strafe45RightLoop	
Sword1h_Strafe135RighttLoop	
Sword1h_Strafe135LeftLoop	
Sword1h_WalkBwdStart	
Sword1h_WalkBwdLoop	
Sword1h_WalkBwdStop_LU	
Sword1h_WalkBwdStop_RU	
Sword1h_WalkStop_RU	
Sword1h_WalkStop_LU	
Sword1h_StrafeRtStop_RU	
Sword1h_StrafeRtStop_LU	
Sword1h_StrafeLtStop_RU	
Sword1h_StrafeLtStop_LU	
Sword1h_RunFwdLoop	
Sword1h_RunBwdLoop	
Sword1h_RunRtLoop	
Sword1h_RunLtLoop	
Sword1h_RunLt45Loop	
Sword1h_RunRt135Loop	
Sword1h_RunLt135Loop	

Sword1h_RunRt45Loop	
Sword1h_WalkFwdStart180_L	
Sword1h_WalkFwdStart180_R	
Sword1h_WalkFwdStart90_R	
Sword1h_WalkFwdStart90_L	
Sword1h_WalkFwdStart135_L	
Sword1h_WalkFwdStart135_R	
Sword1h_Skip_Fwd	
Sword1h_Skip_Bwd	
Sword1h_Hit_Head_Left	
Sword1h_Hit_Head_RightDown	
Sword1h_Hit_Head_Right	
Sword1h_Hit_Head_LeftDown	
Sword1h_Hit_Head_LeftUp	
Sword1h_Hit_Head_RightUp	
Sword1h_Hit_Torso_Left	
Sword1h_Hit_Torso_Right	
Sword1h_Hit_Legs_Right	
Sword1h_Hit_Legs_Left	
Sword1h_Hit_Torso_Front	
Sword1h_Hit_Head_Front	
Sword1h_Knockdown_Front	
Sword1h_Knockdown_Right	
Sword1h_Knockdown_Left	
Sword1h_ShortDodge_1	
Sword1h_ShortDodge_Mid	
Sword1h_ShortDodge_Mid2	
Sword1h_Parry_Mid	
Sword1h_Parry_Mid2	
Sword1h_ShortDodge_Low	
Sword1h_ShortDodge_Low2	
Sword1h_Parry_LowRight	
Sword1h_ShortDodge_HighMid	
Sword1h_ShortDodge_HighRight	
Sword1h_ShortDodge_Mid3	
Sword1h_BeltAdjust	
Attack_Move_slow_L_1	

Attack_Move_slow_Rdown_1	
Attack_Move_med_Ldown_1	
Attack_Move_slow_whirl_L_1	
Attack_Move_slow_T_1	
Attack_Move_med_Rlow_1	
Attack_Move_med_Ldown_2	
Attack_Move_slow_Lup	
2xAttack_Move_med_Rdown_L_1	
2xAttack_Move_med_Rlow_Lhi_1	
2xAttack_Move_med_whirl_Rhi_Rhi_1	
Attack_Move_strong_Rdown_1	
Attack_Move_strong_Ldown_1	
Attack_Move_fast_Rdown_1	
Attack_Move_med_Rdown_1	
Attack_Move_med_L_1	
Attack_Move_med_Rdown_2	
Attack_Move_med_Rhigh_1	
Attack_Move_slow_T_2	
Attack_Place_snap_T_1	
Attack_Place_fast_T_1	
Attack_Place_fast_Rdown_1	
Attack_Place_fast_Ldown_1	
Attack_Place_snap_Ldown_1	
Attack_Place_snap_R_1	
Attack_Place_snap_Ldown_2	
Attack_Place_fast_Rdown_2	
Attack_Place_med_R_1	
Attack_Place_fast_Llow_1	
Attack_Place_med_Rup_1	
Attack_Place_fast_Lup_1	
Sword1h_Prepare	
Attack_Place_med_R_2	
Attack_Place_slow_Ldown_1	
Attack_Place_slow_Rdown_1	
2xAttack_Place_fast_Ldwon_Rdown_1	
2xAttack_Place_med_Rdown_Rdown_1	
Sword1h_swordplay	

Attack_Move_slow_whirl_L_2	
Attack_Move_med_T_1	
Attack_Move_med_Lhi_1	
Attack_Move_snap_Point	
Attack_Move_fast_T_1	
Attack_Move_fast_Rlow_1	
Attack_Move_med_Kick	
Attack_Move_fast_Pommel	
Attack_Move_Achilles	
2xAttack_Move_med_halfsword_R_L	
Attack_Move_slow_Backtrick	
Sword1h_Taunt_wheels	
Sword1h_Guarding_Idle_1	
Sword1h_Guarding_Idle_2	
Sword1h_Guarding2Combat	
Sword1h_Relaxed_Idle	
Sword1h_Relaxed2Combat	
Sword1h_Guarding_3_StartWalk	
Sword1h_Guarding_3_Walk_Loop	
Sword1h_Guarding_3_WalkStop_RU	
Sword1h_Guarding_3_WalkStop_LU	
Sword1h_Guarding_Idle_3	
Sword1h_Guarding_WalkStart180	
Sword1h_Guarding_3_2Combat	
Sword1h_Dodge	
Sword1h_Dodgle_Right	
Sword1h_Dodge_Left	
Sword1h_Dodge_Fwd	
Sword1h_Kick_L	
Attack_Jump_T	
Attack_Run_Jump_T	
Attack_Run_Achilles	
Sword1h_Death_1	
Sword1h_Death_2	
Sword1h_Death_L	
Sword1h_Death_R	
Sword1h_Death_Front	

Sword1h_Death_back	
Sword1h_Parry_T	
Sword1h_Parry_R	
Sword1h_Parry_L	
Sword1h_Parry_L2	
Sword1h_Parry_Rd	
Sword1h_Taunt_cmon	
Sword1h_Taunt_wheel_short	
Sword1h_Taunt_swings	
Sword1h_Taunt_mark_1	
Sword1h_Taunt_mark_short	
Sword1h_Taunt_lowerSword	
Sword1h_Taunt_mark_2	
Sword1h_Taunt_mark_3	
Sword1h_Piruette_fwd	
Sword1h_Taunt_what	
Sword1h_Taunt_taptap	
Sword1h_FallingLoop	
Sword1h_Land_Generic	
Rifle_Jump_Platformer_Start	
Rifle_Jump_Platformer_Land	
Rifle_Jump_Platformer_Fall	
Rifle_Jump_Platformer_Predict_Land	
Sword1h_Climb1m	
Sword1h_Vicotry_1	
Sword1h_Victory_2	
Sword1h_Victory_3	
Sword1h_Victory_4	
Sword1h_Surrender	
Sword1h_CC	Additive
Sword1h_RC	Additive
Sword1h_LC	Additive
Sword1h_Blade_Centered	Additive
Sword1h_Blade_High	Additive
Sword1h_Blade_Low	Additive

Attacks legend:

2x – two attacks in one animation
Move – attack with step forward
Place – attack in place
L – from the left side
R – from the right side
T – from the top
Point – a thrust
down – diagonally down slash
up – diagonally up slash
hi – aim for the head (enemy can duck to avoid it)
low – aim for the ankles (enemy can jump to avoid it)

snap – very quick attack (strike in 12/60 of a second)
fast – quick attack (strike in 25/60 of a second)
med – medium speed attack (strike in 35/60 of a second)
slow – slow attack, long "tell" (strike in 45/60 of a second)
strong – very slow, long "tell", but powerful strike (strike in 60/60 of a second)