ID Tag: IDST

Version: 10

Name: "v\_zombibomb\_tank\_zombi.mdl"

Length: 422084

Eye Position: -0.000000 0.000000 0.000000

Min: 0.000000 0.000000 0.000000

Max: 0.000000 0.000000 0.000000

Bounding Box Min: 0.000000 0.000000 0.000000

Bounding Box Max: 0.000000 0.000000 0.000000

Flags: 0

Number of Bones: 56

Bone 1 Name: "Bone01"

Bone 1 Parent: -1

Bone 1 Flags: 0

Bone 1 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 1 Value: 10.534083 -1.766837 -7.733610 -1.533571 -1.235445 1.011321

Bone 1 Scale: 0.003906 0.003906 0.003906 0.000087 0.000049 0.000080

Bone 2 Name: "Bone\_Lefthand"

Bone 2 Parent: 0

Bone 2 Flags: 0

Bone 2 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 2 Value: -0.071917 -8.498731 -0.104135 0.167990 0.485882 0.009318

Bone 2 Scale: 0.003906 0.003906 0.003906 0.000047 0.000038 0.000021

Bone 3 Name: "Bone\_Root"

Bone 3 Parent: 1

Bone 3 Flags: 0

Bone 3 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 3 Value: 0.585968 4.350427 11.277663 -0.711832 -0.848672 -2.588804

Bone 3 Scale: 0.003906 0.003906 0.003906 0.000092 0.000062 0.000082

Bone 4 Name: "Bone\_Mouth00"

Bone 4 Parent: 2

Bone 4 Flags: 0

Bone 4 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 4 Value: -0.011142 0.781254 -0.800263 1.812597 -0.000000 0.000000

Bone 4 Scale: 0.003906 0.003906 0.003906 0.000027 0.000012 0.000012

Bone 5 Name: "Bone\_Mouth01"

Bone 5 Parent: 3

Bone 5 Flags: 0

Bone 5 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 5 Value: 0.000000 0.718097 -0.000001 0.000000 -0.000000 0.000000

Bone 5 Scale: 0.003906 0.003906 0.003906 0.000014 0.000012 0.000012

Bone 6 Name: "Bone\_Toung"

Bone 6 Parent: 3

Bone 6 Flags: 0

Bone 6 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 6 Value: 0.000000 0.861277 1.450728 -0.045504 -0.000000 0.000000

Bone 6 Scale: 0.003906 0.003906 0.003906 0.000014 0.000012 0.000012

Bone 7 Name: "Bone\_Toung01"

Bone 7 Parent: 5

Bone 7 Flags: 0

Bone 7 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 7 Value: 0.000000 -0.000001 0.811540 -0.019290 -0.000000 0.000000

Bone 7 Scale: 0.003906 0.003906 0.003906 0.000020 0.000017 0.000023

Bone 8 Name: "Bone\_Bol\_L"

Bone 8 Parent: 3

Bone 8 Flags: 0

Bone 8 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 8 Value: 2.156044 -1.398220 2.021274 -0.482214 0.223274 0.729825

Bone 8 Scale: 0.003906 0.003906 0.003906 0.000012 0.000012 0.000012

Bone 9 Name: "Bone\_Bol\_R"

Bone 9 Parent: 3

Bone 9 Flags: 0

Bone 9 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 9 Value: -2.130264 -1.398220 2.021276 2.659379 -0.223274 -0.729826

Bone 9 Scale: 0.003906 0.003906 0.003906 0.000012 0.000012 0.000012

Bone 10 Name: "Bone\_Bol\_Bottom"

Bone 10 Parent: 3

Bone 10 Flags: 0

Bone 10 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 10 Value: 0.078373 -2.106273 0.868908 -0.176167 0.008544 0.018050

Bone 10 Scale: 0.003906 0.003906 0.003906 0.000012 0.000012 0.000012

Bone 11 Name: "Bone\_Bol\_M"

Bone 11 Parent: 3

Bone 11 Flags: 0

Bone 11 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 11 Value: 0.072789 -0.729861 3.122957 -1.000950 0.008544 0.018050

Bone 11 Scale: 0.003906 0.003906 0.003906 0.000012 0.000012 0.000012

Bone 12 Name: "Bone\_Head\_L"

Bone 12 Parent: 2

Bone 12 Flags: 0

Bone 12 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 12 Value: 1.775118 -0.139595 1.671896 0.513126 0.811034 3.113585

Bone 12 Scale: 0.003906 0.003906 0.003906 0.000012 0.000014 0.000012

Bone 13 Name: "Bone\_Head\_Top"

Bone 13 Parent: 2

Bone 13 Flags: 0

Bone 13 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 13 Value: -0.088869 0.170559 2.606214 -0.393785 1.196515 1.798620

Bone 13 Scale: 0.003906 0.003906 0.003906 0.000012 0.000012 0.000013

Bone 14 Name: "Bone\_EyeCover\_R\_Top00"

Bone 14 Parent: 2

Bone 14 Flags: 0

Bone 14 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 14 Value: -1.220244 -1.798577 1.272704 1.654550 -0.061300 2.555561

Bone 14 Scale: 0.003906 0.003906 0.003906 0.000096 0.000092 0.000096

Bone 15 Name: "Bone\_EyeCover\_R\_Top01"

Bone 15 Parent: 13

Bone 15 Flags: 0

Bone 15 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 15 Value: -0.004859 0.122105 0.000735 0.010737 0.041702 0.036316

Bone 15 Scale: 0.003906 0.003906 0.003906 0.000019 0.000012 0.000012

Bone 16 Name: "Bone\_EyeCover\_R\_B"

Bone 16 Parent: 2

Bone 16 Flags: 0

Bone 16 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 16 Value: -1.241366 -1.806391 1.056406 1.256939 -0.061300 2.555561

Bone 16 Scale: 0.003906 0.003906 0.003906 0.000085 0.000093 0.000096

Bone 17 Name: "Bone\_EyeCover\_L\_B"

Bone 17 Parent: 2

Bone 17 Flags: 0

Bone 17 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 17 Value: 1.239847 -1.806390 1.056406 -1.884654 0.061300 -2.555561

Bone 17 Scale: 0.003906 0.003906 0.003906 0.000096 0.000096 0.000096

Bone 18 Name: "Bone\_EyeCover\_L\_Top00"

Bone 18 Parent: 2

Bone 18 Flags: 0

Bone 18 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 18 Value: 1.218725 -1.798577 1.272704 -1.487042 0.061300 -2.555561

Bone 18 Scale: 0.003906 0.003906 0.003906 0.000093 0.000094 0.000096

Bone 19 Name: "Bone\_EyeCover\_L\_Top01"

Bone 19 Parent: 17

Bone 19 Flags: 0

Bone 19 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 19 Value: 0.004859 -0.122105 -0.000735 0.010737 0.041702 0.036316

Bone 19 Scale: 0.003906 0.003906 0.003906 0.000029 0.000012 0.000012

Bone 20 Name: "Bone\_EyeL"

Bone 20 Parent: 2

Bone 20 Flags: 0

Bone 20 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 20 Value: -1.061022 -1.480884 1.175124 0.000000 -0.000000 -0.698132

Bone 20 Scale: 0.003906 0.003906 0.003906 0.000013 0.000016 0.000024

Bone 21 Name: "Bone\_EyeR"

Bone 21 Parent: 2

Bone 21 Flags: 0

Bone 21 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 21 Value: 1.061022 -1.480883 1.175124 0.000000 -0.000000 -0.698132

Bone 21 Scale: 0.003906 0.003906 0.003906 0.000039 0.000022 0.000017

Bone 22 Name: "Bone\_MiGan"

Bone 22 Parent: 2

Bone 22 Flags: 0

Bone 22 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 22 Value: -0.001759 -2.447697 1.417189 0.231764 -0.000000 3.141592

Bone 22 Scale: 0.003906 0.003906 0.003906 0.000012 0.000012 0.000012

Bone 23 Name: "Bone04"

Bone 23 Parent: -1

Bone 23 Flags: 0

Bone 23 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 23 Value: -0.496542 0.082235 -0.060314 -3.136608 -0.010028 1.574746

Bone 23 Scale: 0.003906 0.003906 0.003906 0.000087 0.000096 0.000075

Bone 24 Name: "Bone\_Righthand"

Bone 24 Parent: 22

Bone 24 Flags: 0

Bone 24 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 24 Value: 0.096946 -8.450419 -0.009364 -0.032965 -0.297906 -0.004662

Bone 24 Scale: 0.003906 0.003906 0.003906 0.000059 0.000024 0.000026

Bone 25 Name: "Bone27"

Bone 25 Parent: 23

Bone 25 Flags: 0

Bone 25 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 25 Value: -0.591284 -1.257738 0.232709 -0.593385 -0.427124 -2.802619

Bone 25 Scale: 0.003906 0.003906 0.003906 0.000024 0.000012 0.000032

Bone 26 Name: "Bone28"

Bone 26 Parent: 24

Bone 26 Flags: 0

Bone 26 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 26 Value: 1.522835 0.058679 0.016850 0.001411 0.008984 -0.046881

Bone 26 Scale: 0.003906 0.003906 0.003906 0.000012 0.000023 0.000017

Bone 27 Name: "Bone29"

Bone 27 Parent: 25

Bone 27 Flags: 0

Bone 27 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 27 Value: 1.117948 0.048424 -0.005765 -0.000243 -0.025198 0.065422

Bone 27 Scale: 0.003906 0.003906 0.003906 0.000012 0.000044 0.000012

Bone 28 Name: "Bone31"

Bone 28 Parent: 23

Bone 28 Flags: 0

Bone 28 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 28 Value: -0.963867 -2.785142 -0.085346 -0.017226 0.162276 -0.191556

Bone 28 Scale: 0.003906 0.003906 0.003906 0.000025 0.000012 0.000012

Bone 29 Name: "Bone32"

Bone 29 Parent: 27

Bone 29 Flags: 0

Bone 29 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 29 Value: 0.028478 -1.403068 0.006271 0.013936 0.000001 0.000000

Bone 29 Scale: 0.003906 0.003906 0.003906 0.000039 0.000012 0.000012

Bone 30 Name: "Bone33"

Bone 30 Parent: 28

Bone 30 Flags: 0

Bone 30 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 30 Value: 0.021414 -0.957782 0.020047 0.003850 -0.000000 0.000000

Bone 30 Scale: 0.003906 0.003906 0.003906 0.000037 0.000012 0.000012

Bone 31 Name: "Bone35"

Bone 31 Parent: 23

Bone 31 Flags: 0

Bone 31 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 31 Value: -0.249534 -2.846963 -0.174215 0.041825 0.002921 -0.008442

Bone 31 Scale: 0.003906 0.003906 0.003906 0.000027 0.000012 0.000012

Bone 32 Name: "Bone36"

Bone 32 Parent: 30

Bone 32 Flags: 0

Bone 32 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 32 Value: 0.043234 -1.683940 0.096014 0.019829 0.000001 0.000000

Bone 32 Scale: 0.003906 0.003906 0.003906 0.000045 0.000012 0.000012

Bone 33 Name: "Bone37"

Bone 33 Parent: 31

Bone 33 Flags: 0

Bone 33 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 33 Value: 0.031729 -1.160830 0.058836 -0.040112 -0.000000 0.000000

Bone 33 Scale: 0.003906 0.003906 0.003906 0.000037 0.000012 0.000012

Bone 34 Name: "Bone39"

Bone 34 Parent: 23

Bone 34 Flags: 0

Bone 34 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 34 Value: 0.447952 -2.798983 -0.200441 0.106448 -0.010397 0.265095

Bone 34 Scale: 0.003906 0.003906 0.003906 0.000027 0.000012 0.000012

Bone 35 Name: "Bone40"

Bone 35 Parent: 33

Bone 35 Flags: 0

Bone 35 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 35 Value: -0.032910 -1.480207 0.004936 -0.055398 -0.000000 0.000000

Bone 35 Scale: 0.003906 0.003906 0.003906 0.000045 0.000012 0.000012

Bone 36 Name: "Bone41"

Bone 36 Parent: 34

Bone 36 Flags: 0

Bone 36 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 36 Value: -0.027022 -1.076920 -0.020212 0.002099 -0.000000 0.000000

Bone 36 Scale: 0.003906 0.003906 0.003906 0.000037 0.000012 0.000012

Bone 37 Name: "Bone43"

Bone 37 Parent: 23

Bone 37 Flags: 0

Bone 37 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 37 Value: 1.164475 -2.543938 -0.170327 0.082999 -0.013294 0.477916

Bone 37 Scale: 0.003906 0.003906 0.003906 0.000027 0.000012 0.000017

Bone 38 Name: "Bone44"

Bone 38 Parent: 36

Bone 38 Flags: 0

Bone 38 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 38 Value: 0.024032 -1.129041 0.017806 -0.018071 -0.000000 0.000000

Bone 38 Scale: 0.003906 0.003906 0.003906 0.000045 0.000012 0.000012

Bone 39 Name: "Bone45"

Bone 39 Parent: 37

Bone 39 Flags: 0

Bone 39 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 39 Value: 0.014897 -0.883991 -0.019845 -0.060797 -0.000000 0.000000

Bone 39 Scale: 0.003906 0.003906 0.003906 0.000037 0.000012 0.000012

Bone 40 Name: "Bone\_Se\_Hand-R"

Bone 40 Parent: 23

Bone 40 Flags: 0

Bone 40 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 40 Value: -0.139399 -0.111698 0.014398 0.285534 -0.040597 1.576226

Bone 40 Scale: 0.003906 0.003906 0.003906 0.000012 0.000017 0.000012

Bone 41 Name: "Bone05"

Bone 41 Parent: 1

Bone 41 Flags: 0

Bone 41 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 41 Value: 0.583509 -1.197274 0.185379 0.594381 -0.404971 -0.364291

Bone 41 Scale: 0.003906 0.003906 0.003906 0.000015 0.000013 0.000012

Bone 42 Name: "Bone06"

Bone 42 Parent: 40

Bone 42 Flags: 0

Bone 42 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 42 Value: 1.535926 0.010246 0.005008 -0.002964 -0.012980 0.000890

Bone 42 Scale: 0.003906 0.003906 0.003906 0.000012 0.000014 0.000012

Bone 43 Name: "Bone07"

Bone 43 Parent: 41

Bone 43 Flags: 0

Bone 43 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 43 Value: 1.100771 0.004526 -0.010675 -0.002796 0.015972 0.003459

Bone 43 Scale: 0.003906 0.003906 0.003906 0.000012 0.000021 0.000012

Bone 44 Name: "Bone21"

Bone 44 Parent: 1

Bone 44 Flags: 0

Bone 44 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 44 Value: 0.957766 -2.746778 -0.090301 -0.017226 -0.162276 0.191556

Bone 44 Scale: 0.003906 0.003906 0.003906 0.000013 0.000012 0.000012

Bone 45 Name: "Bone22"

Bone 45 Parent: 43

Bone 45 Flags: 0

Bone 45 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 45 Value: -0.033419 -1.397128 -0.011256 0.013935 -0.000000 0.000000

Bone 45 Scale: 0.003906 0.003906 0.003906 0.000013 0.000012 0.000012

Bone 46 Name: "Bone23"

Bone 46 Parent: 44

Bone 46 Flags: 0

Bone 46 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 46 Value: -0.022361 -0.957434 0.018782 0.003850 -0.000000 0.000000

Bone 46 Scale: 0.003906 0.003906 0.003906 0.000024 0.000012 0.000012

Bone 47 Name: "Bone17"

Bone 47 Parent: 1

Bone 47 Flags: 0

Bone 47 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 47 Value: 0.250029 -2.820664 -0.238396 0.041825 -0.002921 0.008442

Bone 47 Scale: 0.003906 0.003906 0.003906 0.000012 0.000012 0.000012

Bone 48 Name: "Bone18"

Bone 48 Parent: 46

Bone 48 Flags: 0

Bone 48 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 48 Value: -0.049759 -1.680544 0.100479 0.019829 -0.000000 0.000000

Bone 48 Scale: 0.003906 0.003906 0.003906 0.000020 0.000012 0.000012

Bone 49 Name: "Bone19"

Bone 49 Parent: 47

Bone 49 Flags: 0

Bone 49 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 49 Value: -0.034141 -1.148310 0.084778 -0.040113 -0.000000 0.000000

Bone 49 Scale: 0.003906 0.003906 0.003906 0.000030 0.000012 0.000012

Bone 50 Name: "Bone13"

Bone 50 Parent: 1

Bone 50 Flags: 0

Bone 50 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 50 Value: -0.488517 -2.755600 -0.228262 0.106455 0.010332 -0.264490

Bone 50 Scale: 0.003906 0.003906 0.003906 0.000012 0.000012 0.000012

Bone 51 Name: "Bone14"

Bone 51 Parent: 49

Bone 51 Flags: 0

Bone 51 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 51 Value: 0.039888 -1.479791 0.029853 -0.055398 -0.000000 0.000000

Bone 51 Scale: 0.003906 0.003906 0.003906 0.000025 0.000012 0.000012

Bone 52 Name: "Bone15"

Bone 52 Parent: 50

Bone 52 Flags: 0

Bone 52 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 52 Value: 0.028785 -1.075732 -0.023111 0.002099 -0.000000 0.000000

Bone 52 Scale: 0.003906 0.003906 0.003906 0.000024 0.000012 0.000012

Bone 53 Name: "Bone09"

Bone 53 Parent: 1

Bone 53 Flags: 0

Bone 53 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 53 Value: -1.180679 -2.507216 -0.193861 0.082999 0.013294 -0.477916

Bone 53 Scale: 0.003906 0.003906 0.003906 0.000012 0.000012 0.000012

Bone 54 Name: "Bone10"

Bone 54 Parent: 52

Bone 54 Flags: 0

Bone 54 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 54 Value: -0.024967 -1.123934 0.017594 -0.018071 -0.000000 0.000000

Bone 54 Scale: 0.003906 0.003906 0.003906 0.000012 0.000012 0.000012

Bone 55 Name: "Bone11"

Bone 55 Parent: 53

Bone 55 Flags: 0

Bone 55 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 55 Value: -0.020059 -0.890964 0.010091 -0.060798 -0.000000 0.000000

Bone 55 Scale: 0.003906 0.003906 0.003906 0.000028 0.000012 0.000012

Bone 56 Name: "Bone\_Se\_Hand-L"

Bone 56 Parent: 1

Bone 56 Flags: 0

Bone 56 Bonecontroller: -1 -1 -1 -1 -1 -1

Bone 56 Value: 0.120152 -0.050267 -0.054488 -2.854024 0.030688 -1.580508

Bone 56 Scale: 0.003906 0.003906 0.003906 0.000096 0.000095 0.000096

Number of Bone Controllers: 0

Number of Hitboxes: 11

Hitbox 1 Bone: 0

Hitbox 1 Group: 0

Hitbox 1 Bounding Box Min: -1.440000 -8.498731 -1.680000

Hitbox 1 Bounding Box Max: 1.650000 1.740000 1.340000

Hitbox 2 Bone: 1

Hitbox 2 Group: 0

Hitbox 2 Bounding Box Min: -1.590000 -3.270000 -0.950000

Hitbox 2 Bounding Box Max: 1.760000 4.350427 11.277663

Hitbox 3 Bone: 2

Hitbox 3 Group: 0

Hitbox 3 Bounding Box Min: -2.940000 -3.210000 -2.940000

Hitbox 3 Bounding Box Max: 3.650000 3.680000 2.990000

Hitbox 4 Bone: 3

Hitbox 4 Group: 0

Hitbox 4 Bounding Box Min: -2.650000 -2.106273 -0.000001

Hitbox 4 Bounding Box Max: 3.250000 1.280000 3.450000

Hitbox 5 Bone: 11

Hitbox 5 Group: 0

Hitbox 5 Bounding Box Min: -1.100000 -0.690000 -0.890000

Hitbox 5 Bounding Box Max: 0.000000 0.680000 0.620000

Hitbox 6 Bone: 22

Hitbox 6 Group: 0

Hitbox 6 Bounding Box Min: -1.700000 -8.450419 -1.570000

Hitbox 6 Bounding Box Max: 1.380000 1.740000 1.450000

Hitbox 7 Bone: 23

Hitbox 7 Group: 0

Hitbox 7 Bounding Box Min: -1.770000 -3.330000 -0.890000

Hitbox 7 Bounding Box Max: 1.580000 0.000000 0.970000

Hitbox 8 Bone: 24

Hitbox 8 Group: 0

Hitbox 8 Bounding Box Min: 0.000000 -0.660000 -0.640000

Hitbox 8 Bounding Box Max: 1.790000 0.860000 0.610000

Hitbox 9 Bone: 25

Hitbox 9 Group: 0

Hitbox 9 Bounding Box Min: -0.220000 -0.910000 -0.580000

Hitbox 9 Bounding Box Max: 1.380000 0.640000 0.450000

Hitbox 10 Bone: 40

Hitbox 10 Group: 0

Hitbox 10 Bounding Box Min: 0.000000 -0.840000 -0.640000

Hitbox 10 Bounding Box Max: 1.750000 0.690000 0.610000

Hitbox 11 Bone: 41

Hitbox 11 Group: 0

Hitbox 11 Bounding Box Min: -0.320000 -0.670000 -0.570000

Hitbox 11 Bounding Box Max: 1.350000 0.850000 0.450000

Number of Sequences: 4

Sequence 1 Label: "idle"

Sequence 1 Frames per sec: 30.000000

Sequence 1 Flags: 1

Sequence 1 Events: 4

 Event 1 Frame: 1

 Event 1 Event: 5004

 Event 1 Options: nst\_zombie/zombi\_Bomb\_idle\_1.wav

 Event 1 Type: 0

 Event 2 Frame: 50

 Event 2 Event: 5004

 Event 2 Options: nst\_zombie/zombi\_bomb\_idle\_2.wav

 Event 2 Type: 0

 Event 3 Frame: 75

 Event 3 Event: 5004

 Event 3 Options: nst\_zombie/zombi\_bomb\_idle\_3.wav

 Event 3 Type: 0

 Event 4 Frame: 115

 Event 4 Event: 5004

 Event 4 Options: nst\_zombie/zombi\_bomb\_idle\_4.wav

 Event 4 Type: 0

Sequence 2 Label: "pullpin"

Sequence 2 Frames per sec: 30.000000

Sequence 2 Flags: 0

Sequence 2 Events: 2

 Event 1 Frame: 1

 Event 1 Event: 5001

 Event 1 Options: 31

 Event 1 Type: 0

 Event 2 Frame: 6

 Event 2 Event: 5004

 Event 2 Options: nst\_zombie/zombi\_bomb\_pull\_1.wav

 Event 2 Type: 0

Sequence 3 Label: "throw"

Sequence 3 Frames per sec: 30.000000

Sequence 3 Flags: 0

Sequence 3 Events: 1

 Event 1 Frame: 1

 Event 1 Event: 5004

 Event 1 Options: nst\_zombie/zombi\_bomb\_throw.wav

 Event 1 Type: 0

Sequence 4 Label: "deploy"

Sequence 4 Frames per sec: 30.000000

Sequence 4 Flags: 0

Sequence 4 Events: 1

 Event 1 Frame: 5

 Event 1 Event: 5004

 Event 1 Options: nst\_zombie/zombi\_bomb\_deploy.wav

 Event 1 Type: 0

Number of Sequence Groups: 1

Sequence Group 1 Label: "default"

Sequence Group 1 Name: ""

Sequence Group 1 Data: 0

Number of Textures: 2

Texture Index: 102360

Texture Data Index: 102524

Texture 1 Name: "Frogbomb.bmp"

Texture 1 Flags: 64

Texture 1 Width: 252

Texture 1 Height: 254

Texture 1 Index: 102524

Texture 2 Name: "CSO\_Zombie\_Hand.bmp"

Texture 2 Flags: 0

Texture 2 Width: 504

Texture 2 Height: 504

Texture 2 Index: 167300

Number of Skin References: 2

Number of Skin Families: 1

Number of Body Parts: 2

Body Part 1 Name: "weapon"

Body Part 1 Number of Models: 1

Body Part 1 Base: 1

Body Part 1 Model Index: 50676

 Sub Model 1 Name: "Frog\_template"

 Sub Model 1 Type: 0

 Sub Model 1 Meshes: 1

 Sub Model 1 Vertices: 399

 Sub Model 1 Normals: 412

 Sub Model 1 Deformation Groups: 0

 Sub Model 1, Mesh 1 Total Triangles: 690

 Sub Model 1, Mesh 1 Triangle Index: 61464

 Sub Model 1, Mesh 1 Skin Reference: 0

 Sub Model 1, Mesh 1 Total Normals: 412

 Sub Model 1, Mesh 1 Normals Index: 0

Body Part 2 Name: "weapon"

Body Part 2 Number of Models: 1

Body Part 2 Base: 1

Body Part 2 Model Index: 50788

 Sub Model 1 Name: "cso\_zombie\_hand\_ref"

 Sub Model 1 Type: 0

 Sub Model 1 Meshes: 1

 Sub Model 1 Vertices: 679

 Sub Model 1 Normals: 664

 Sub Model 1 Deformation Groups: 0

 Sub Model 1, Mesh 1 Total Triangles: 1334

 Sub Model 1, Mesh 1 Triangle Index: 86824

 Sub Model 1, Mesh 1 Skin Reference: 1

 Sub Model 1, Mesh 1 Total Normals: 664

 Sub Model 1, Mesh 1 Normals Index: 0

Number of Attatchments: 0