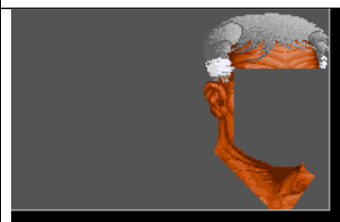
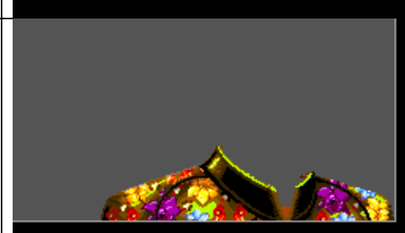
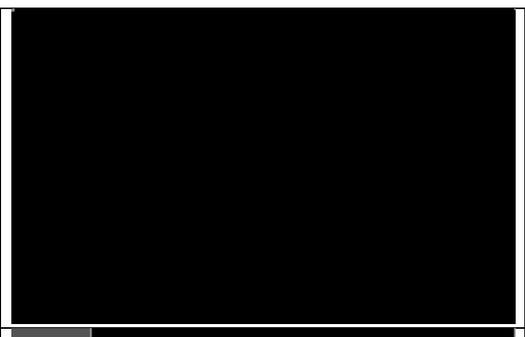
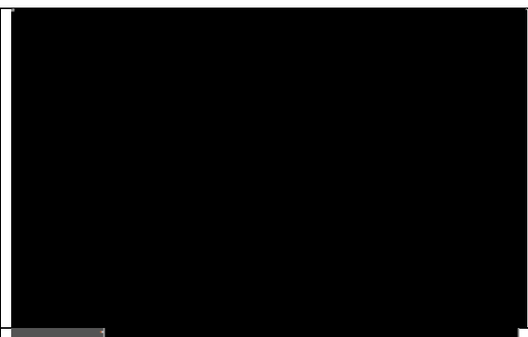
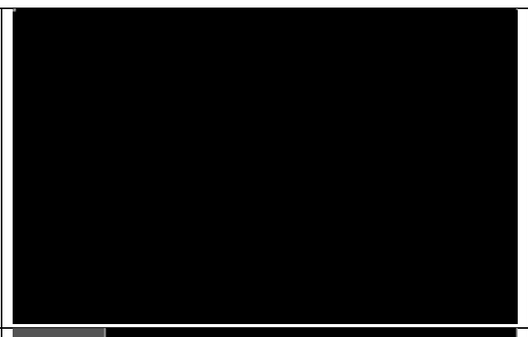
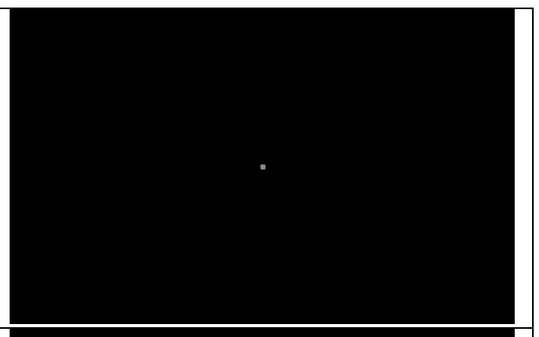
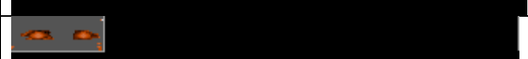
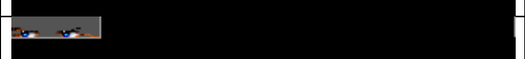
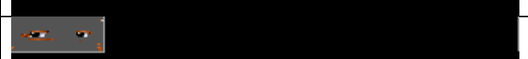
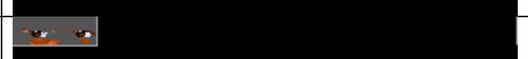
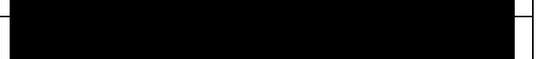
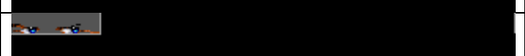
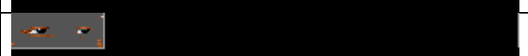
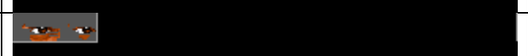
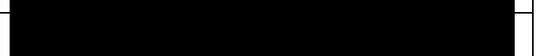
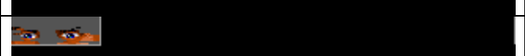
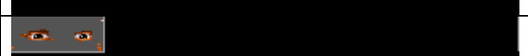
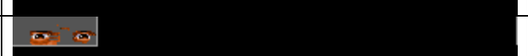
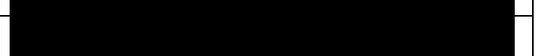
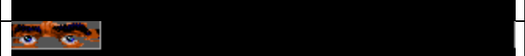
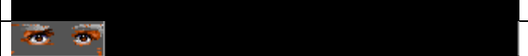
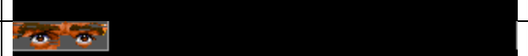
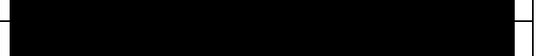
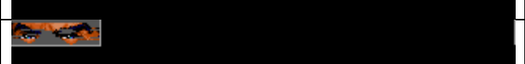
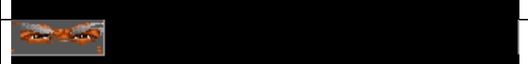
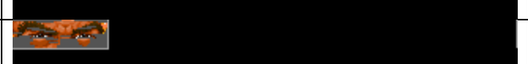
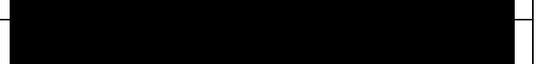
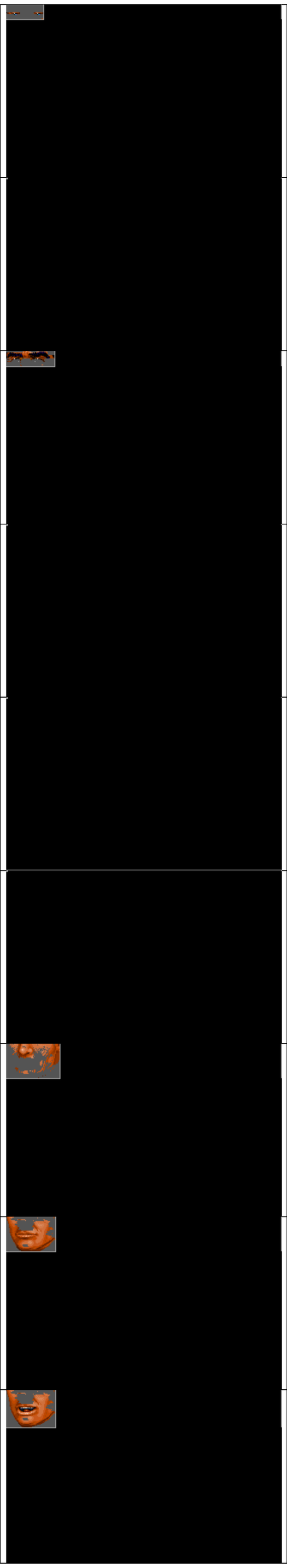
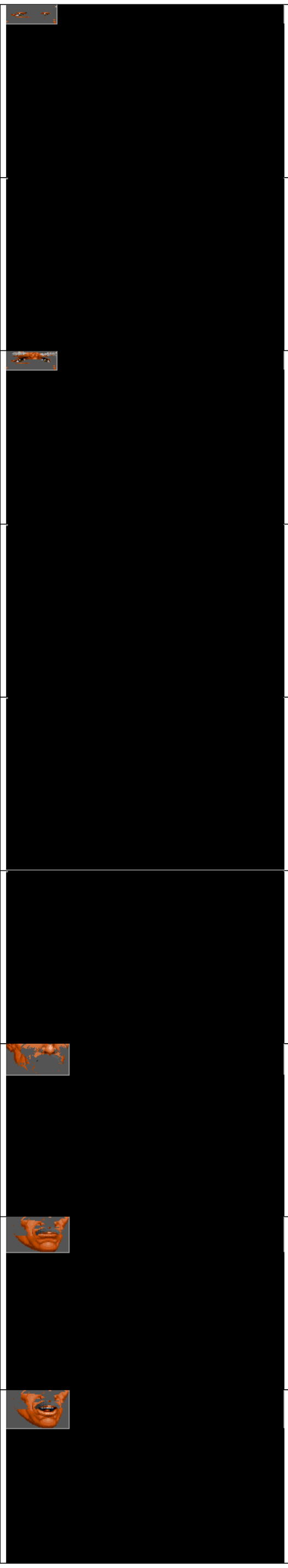
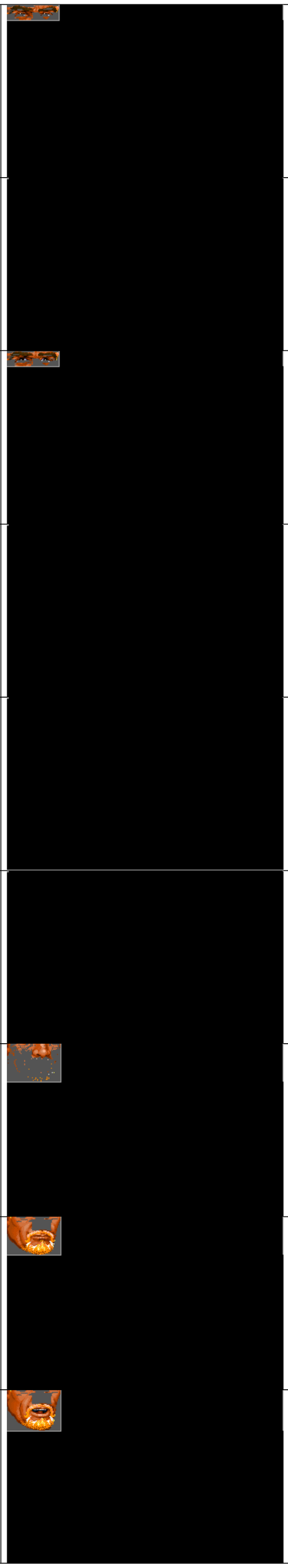
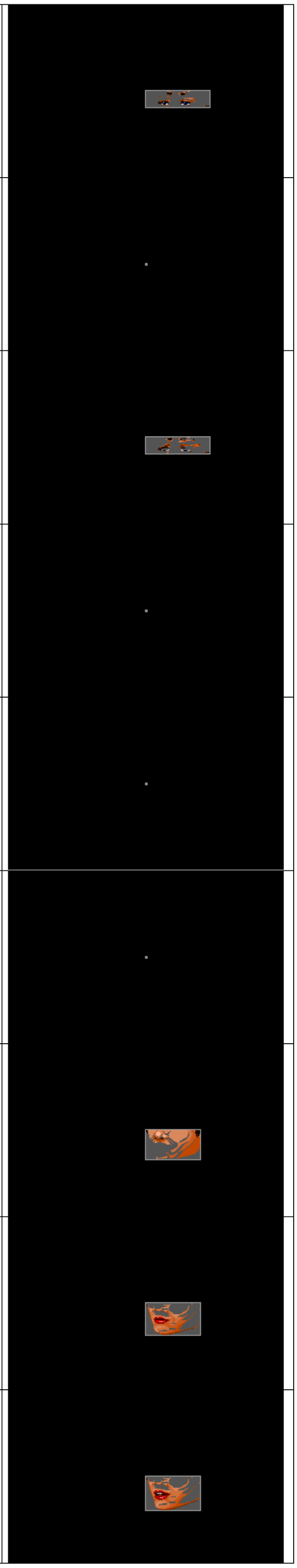
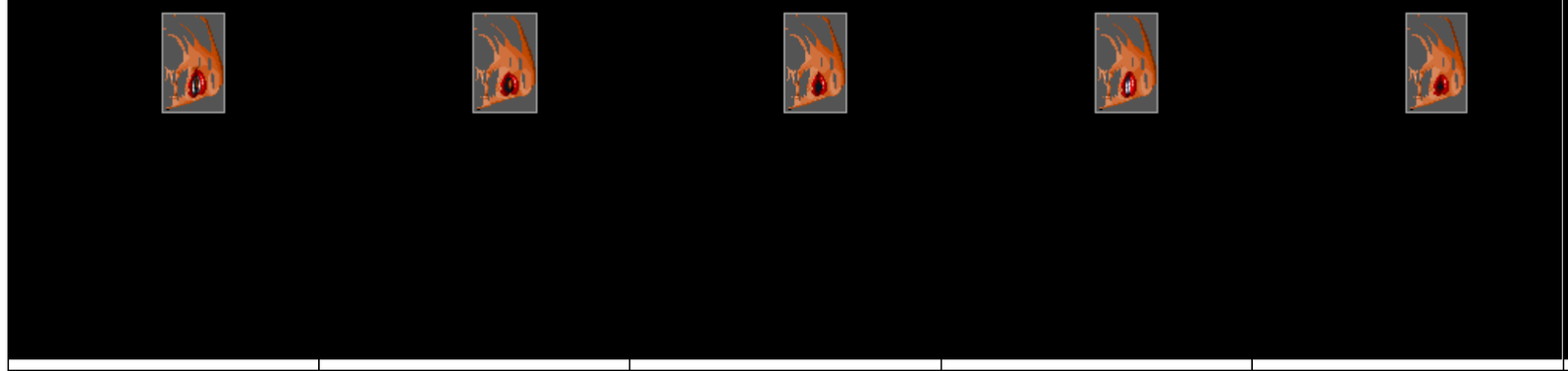
Each “People” file is made up a 39 images. All in a specific order.

Each Scene is made up of a background (different file) a head, a body, Eyes, Lower Face, and a mouth position. In the case of Spirit, Shadow, and Edmond, they have additional hair pieces or headset found in the Helmets file.

	action	code	Maverick	Tolwyn	Paladin	Spirit
	File name		Peoplev00	Peoplev02	Peoplev08	Peoplev14
0	head					
1	Flight suit					
2	Uniform					
3	Dress Uniform					
4	Body 4					
5	Outfit 1					
6	Outfit 2					
7	Eyes					

8						
9	Blink					
10	Look Right					
11	Look Left					
12						
13	Squint					
14	Shock					
15	Angary					
16						

17						
18						
19						
20						
21						
22						
23	Lower Face					
24	Mouth Default					
25						

								
								
								
								
26	27	28	29	30	31	32	33	34

35						
36	Smile					
37						
38						