Name	CUST_TSU_PROPERTIES							
	Animation	Sound1	Sound2	Sound3	Sound4	Sound5	Sound6	Sound7
TR1_BEAR		16 (hurt)						
TR1_WOLF		20 (hurt)						
TR1_TYRANNOSAUR	11 (StateID = 8)							
TR1_LION_MALE		85 (hurt)						
TR1_LION_FEMALE		85 (hurt)						
TR1_GIANT_RAT_LAND		95 (hurt)						
TR1_CENTAUR_MUTANT		171 (death)						
TR1_MUTANT_GRENADE		104 (wall hit)	104 (hit)					
TR1_WINGED_MUTANT		171 (death)						
TR1_MUTANT_BULLET		10 (wall hit)	50 (hit)					
TR1_SKATEBOARD_KID		132 (hurt)						
TR1_GIANT_MUTANT	19 (StateID = 11)	171 (death)	142 (hurt)					
TR2_SPIDER		349 (death)						
TR2_TYRANNOSAUR	11 (StateID = 8)							
TR2_STICK_GOON		71 (StateID = 8)	72 (StateID = 9)	71 (StateID = 3)				
TR2_FLAME		305 (miss)						
TR2_MONK		245 (StateID = 4)	245 (StateID = 5)	245 (StateID = 6)	245 (StateID = 7)	245 (StateID = 10)		
TR2_YETI	36 (StateID = 14)							
TR2_SPEAR_XIAN_GUARD	49 (StateID = 19)	318 (StateID = 6)	105 (death)	318 (StateID = 8)	318 (StateID = 10)	318 (StateID = 12)	318 (StateID = 14)	318 (StateID = 16)
TR2_SWORD_XIAN_GUARD		312 (StateID = 8)	105 (death)					
TR2_KNIFE		258 (wall hit)	317 (hit)					

Name	CUST_TSU_PROPERTIES							
	Animation	Sound1	Sound2	Sound3	Sound4	Sound5	Sound6	Sound7
TR2_WINSTON		344 (StateID = 2)	345 (StateID = 1)	346 (touch)	347 (random)			