Subject: Re: Tank design recruiting
Posted by Jerad2142 on Fri, 24 Nov 2006 19:29:55 GMT
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This is how you would set up a crouch toggel:

The object "100334" has the script "JFW_Reflect_Custom" attached to it.
The object "Invisibleboxtostopmovement" is not a real preset, you will have to make you own invisible object to stop it from moving when it is crouched.
Make sure that the crouch animation is a real animation, (or you could use the script "JFW_Set_Model_On_Custom" to change its model to a crouched model and then use "JFW_Set_Model_On_Custom" again to change its model back to the default model when it receives the custom 2.

File Attachments
1) crouchtoggle.png, downloaded 444 times

Scripts:	Scripts:
Name	**Params**
JFW_Create_Destroy_Object_On_Custom_Bone	0.00 0.00 0.00,0.00,InvisibleBoxToStopMovement,1,2,bone
JFW_Custom_Send_Ordered_Customs	100334,100334,100334,100334,100334,100334,100334,100334,1,2,1,2,1,2,1,2,955959
JFW_Enable_Disable_Animation_On_Custom	CrouchAnimation,0,0.00,-1.00,0,1,2
Reborn_Deployable_Vehicle_Player	CrouchKey,100334,955959