Subject: Re: A idea about crouching making you smaller?
Posted by Spice on Wed, 20 Sep 2006 07:13:08 GMT
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It wouldn't work, the world box will then collide with the ground mesh and the animation would overide the collision settings sending the worldbox into the ground mesh. That would then cause your character to be stuck and unable to move.

I've never tried it but I doubt it will work. I do have a theory that may work though. Which would be to make the world box from feet to the maximum crouching height at which the head is and create another collision blocker for the rest of the body at would be linked to the head bone.

You will then have to re-export a new skeleton though because exporting the character as a child to the Skeleton A (Default Renegade skeleton) will not change the world box. Since you will be exporting a new Parent Skeleton, none of the existing animations will work with it. You would have to re-export all of the animations with the new skeleton as their parent.

I believe it will work, or some form of it will work. That's my theory though.