

---

Subject: Re: Tank design recruiting  
Posted by [Jerad2142](#) on Fri, 24 Nov 2006 19:29:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

This is how you would set up a crouch toggle:

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 547 times

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	100334,100334,100334,100334,100334,100334,100334,100334,1,2,1,2,1,2,955959
JFW_Enable_Disable_Animation_On_Custom	CrouchAnimation,0,0.00,-1.00,0,1,2
Reborn_Deployable_Vehicle_Player	CrouchKey,100334,955959