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Subject: Is prone position possible?

Posted by [Cpo64](#) on Fri, 14 May 2004 07:00:45 GMT

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I'm not a coder, but all I would think you would do (in very simple terms) is clone the crouch code, tell it to play different animations, and bind it to a different key.

In reality the hardest part would be the actual animations. They may even already exist, someone would have to go through them all.

Getting it to work is the simple part, making it look good is something else all together.

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