Subject: Is prone possition possiable?
Posted by Havoc 89 on Thu, 13 May 2004 21:35:35 GMT
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could it be done?

for example clike a button lets say Z and you goto prone position. is it possialbe to do that?

Subject: Is prone possition possiable?
Posted by Cpo64 on Thu, 13 May 2004 21:41:33 GMT
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It can be done, but first you would need the animations, alot of animations,

The easest way to do it would be to replace the crouch animations, with a prone animation. They may be other ways, but that would require some codeing.

Subject: Is prone possition possiable?
Posted by IRON FART on Thu, 13 May 2004 22:41:23 GMT
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You would need to either change some code or replace crouch with new animations.

Subject: Is prone possition possiable?
Posted by Spice on Fri, 14 May 2004 00:28:08 GMT
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IRON-FARTYou would need to either change some code or replace crouch with new animations.

Wow Exactly what Cpo said. Good job. Yes this is perfectly possible but would be more trouble than its worth.

Subject: Is prone possition possiable?
Posted by flyingfox on Fri, 14 May 2004 00:36:35 GMT
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I didn't think anyone but EA had the code for this sort of thing.

Subject: Is prone possition possiable?
Posted by Havoc 89 on Fri, 14 May 2004 00:41:01 GMT

yeah and they had it for their BF series...

well... im not a coder but can it be done like how the dodging move in the Commando mod?

Subject: Is prone possition possiable?
Posted by Cpo64 on Fri, 14 May 2004 07:00:45 GMT

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 diffrent animations, and bind it to a diffrent key.

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

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

Subject: Is prone possition possiable?
Posted by Havoc 89 on Fri, 14 May 2004 16:28:14 GMT

hmm... yeah that is a good idea. could work.