Subject: Sniping
Posted by Theboom69 on Mon, 04 Dec 2006 19:43:25 GMT
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Is there away to make the sniper's laydown on the map and not just crouch?

Idk about you guy's but the way i like sniping is like real life.

Subject: Re: Sniping
Posted by Ryu on Mon, 04 Dec 2006 19:49:27 GMT
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Not that i'm aware of.. nope

Subject: Re: Sniping
Posted by Theboom69 on Mon, 04 Dec 2006 22:18:54 GMT
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Is there away to make it like that?

Subject: Re: Sniping
Posted by FynexFox on Mon, 04 Dec 2006 22:31:25 GMT
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It can be done, but it'd take a lot of work, you'd have to modify the player model etc etc.

Subject: Re: Sniping
Posted by IronWarrior on Mon, 04 Dec 2006 23:45:54 GMT
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There might be a simple but ugly looking way, instead of making the model lay down, change its hight.

With a set key is pressed, the model will drop into the gorund with just his upper body sticking out to allow him to fire. o.o

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Subject: Re: Sniping
Posted by danpaul88 on Mon, 04 Dec 2006 23:59:59 GMT
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That would probably also stop you from turning around, so you would have to hope your enemy walks into your line of fire..

Subject: Re: Sniping
Posted by Theboom69 on Tue, 05 Dec 2006 00:01:20 GMT
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Well if i learn how to do that to the unit's as they laydown set it up so they do i will let all you guy's know.

Subject: Re: Sniping
Posted by Zion on Tue, 05 Dec 2006 00:09:12 GMT
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It is possible, but it's not possible serverside. Players will have to download the new w3d file and it's corresponding animation/texture files in order to play with it.

Subject: Re: Sniping
Posted by Jerad2142 on Tue, 05 Dec 2006 02:52:24 GMT
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Just make it part of a mod, then they have no choice, because when they download the mod, the prone is automatic.

Subject: Re: Sniping
Posted by Zion on Tue, 05 Dec 2006 08:29:43 GMT
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By me saying "players will have to download the w3d file etc etc" i meant within a map or mod, not just alone, but the w3d files can be alone, they'll just have to replace a character.

Subject: Re: Sniping
Posted by Theboom69 on Tue, 05 Dec 2006 09:54:39 GMT
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I know maybe ppl will help make a mod like that.

Subject: Re: Sniping

Posted by [Jerad2142](#) on Tue, 05 Dec 2006 14:28:45 GMT
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Do you know what would be the easiest way to do it would be. Just attach a script that would change you model when sent a custom, then when ever you hit the "X" key or something like that it would load up the new model in which all the animations were prone. Have it set up like a toggle sort of deal, if you hit "X" again it loads up the normal model with you standing.

Subject: Re: Sniping
Posted by [IronWarrior](#) on Tue, 05 Dec 2006 16:40:59 GMT
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danpaul88 wrote on Mon, 04 December 2006 17:59That would probably also stop you from turning around, so you would have to hope your enemy walks into your line of fire..

When down in the prone postion, you dont turn around anyway, this is the negative of being in the prone postion.

Subject: Re: Sniping
Posted by [crazfulla](#) on Tue, 05 Dec 2006 18:19:00 GMT
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IWarriors wrote on Tue, 05 December 2006 10:40danpaul88 wrote on Mon, 04 December 2006 17:59That would probably also stop you from turning around, so you would have to hope your enemy walks into your line of fire..

When down in the prone postion, you dont turn around anyway, this is the negative of being in the prone postion.
Yeah but you can aim your weapon say in a 90 degree arc...if you get stuck in the ground you won't be able to move at all

Subject: Re: Sniping
Posted by [Jerad2142](#) on Tue, 05 Dec 2006 20:32:28 GMT
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Jerad Gray wrote on Tue, 05 December 2006 07:28Do you know what would be the easiest way to do it would be. Just attach a script that would change you model when sent a custom, then when ever you hit the "X" key or something like that it would load up the new model in which all the animations were prone. Have it set up like a toggle sort of deal, if you hit "X" again it loads up the normal model with you standing.

I have tested this now and it works (don't ask for it the crawl animations they really suck [it isn't even a crawl, I just converted all animations for the second model to the crouch animation, but it would be easily to make the crawl animations for some one who is good at making human

animations, and it would even look good]) all I had to do is make a new skeleton [ex. S_J_Human] and set up the animations for the skeleton replacing the walking and running animations, and when I exported the human model I changed its skeleton from S_A_Human to S_J_Human. But there is one problem, you can jump, but if you didn't want to be able to move or jump you could set it up to create an invisible box when you hit the "X" key at you position, that would stop you from jumping or moving.

Subject: Re: Sniping
Posted by Theboom69 on Tue, 05 Dec 2006 21:18:24 GMT
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ok If we made a mod outa this will u do that for the mod?
I will make the map's so u can hide place's.

Subject: Re: Sniping
Posted by Jerad2142 on Tue, 05 Dec 2006 21:27:04 GMT
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If you could find some one that could do good pron/crawling animations, I would do the scripting.

Subject: Re: Sniping
Posted by crazfulla on Wed, 13 Dec 2006 12:06:33 GMT
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Jerad Gray wrote on Tue, 05 December 2006 15:27pron/crawling animations
lawl

Subject: Re: Sniping
Posted by Theboom69 on Sat, 16 Dec 2006 09:57:42 GMT
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crazfulla wrote on Wed, 13 December 2006 06:06Jerad Gray wrote on Tue, 05 December 2006 15:27pron/crawling animations
lawl

So are you lawling cus u know how to do it or what?

Subject: Re: Sniping
Posted by bandie63 on Sat, 16 Dec 2006 19:36:25 GMT
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Theboom69 wrote on Sat, 16 December 2006 05:57crazfulla wrote on Wed, 13 December 2006 06:06Jerad Gray wrote on Tue, 05 December 2006 15:27pron/crawling animations
lawl

So are you lawling cus u know how to do it or what?

It's because pron is a common misspelling of porn. I laughed at it too.

Subject: Re: Sniping
Posted by Theboom69 on Sat, 16 Dec 2006 20:37:03 GMT
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Lmfao.